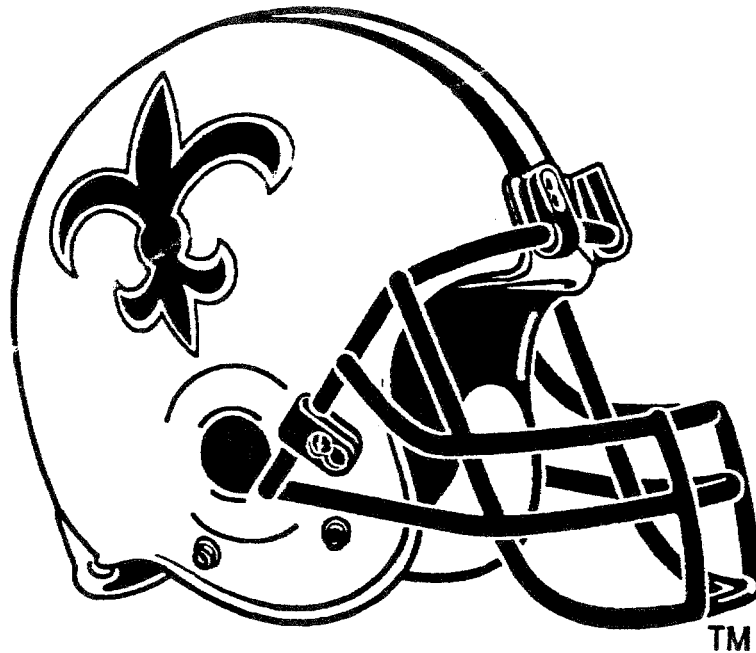


# SAINTS



## GENERAL INFORMATION

# ATTITUDE

The longer I live, the more I realize the impact of attitude on life. Attitude to me is more important than facts. It is more important than the past, than education, than money, than circumstances, than failures, than successes, than what other people think or say or do.

It is more important than appearance, giftedness, or skill. It will make or break a company... a church... a home... a team.

The remarkable thing is we have a choice everyday regarding the attitude we will embrace for that day. We cannot change our past... we cannot change the fact that people will act in a certain way. We cannot change the inevitable. The only thing we can do is play on the one string we have, *and that is our attitude*.

I am convinced that life is 10 percent what happens to me and 90 percent how I react to it.

Chuck Swindoll

**“1”**

**COMMIT TO DO EVERYTHING “1” WAY**

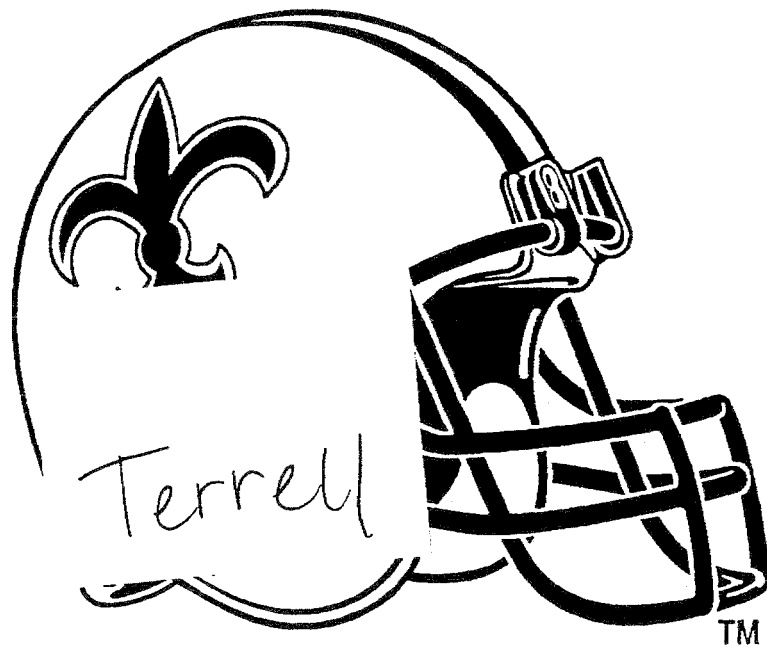
**-RIGHT WAY-**

**Commit to yourself - “1” Day at a time - that you will improve each day.**

**Commit to “1” another - “1” Day at a time - that you will strive to become the best player you can be.**

**Each “1” of us vows - “1” Day at a time - to remain positive no matter what happens.**

# SAINTS



## OFFENSIVE INFORMATION



## OFFENSIVE PHILOSOPHY

We will keep the opposition off balance and defeat them by using a diversified, multiple set, movement offense. We will be a ball control offense by utilizing an effective running game and a high percentage passing game.

**TURNOVERS:** We will eliminate the amount of turnovers in 2 ways. First, by working on ball security on each play of each day, 'Lock-it'. Second, by making our proper reads and not 'Forcing' the ball.

**RUN:** We must commit to running the football. We will run from two back and one back sets. Our backs will be identified by 'Right' and 'Left'. This will allow both backs the diversity to run or block from various positions within the formations.

**PASS:** We will use our passing game to keep the defense off balance. This will be accomplished in several ways. (1) By using a variety of 3 step and 5 step routes that give us the ability to get rid of the ball quickly. (2) By establishing a solid running game. It will enable us to throw play action passes. (3) We will use a combination of screens and draws to keep the defense off-balance. Finally, we must be able to throw the ball deep.

**RED - ZONE:** We must have a high percentage scoring rate in this area. Our focus will be on scoring T.D.s.

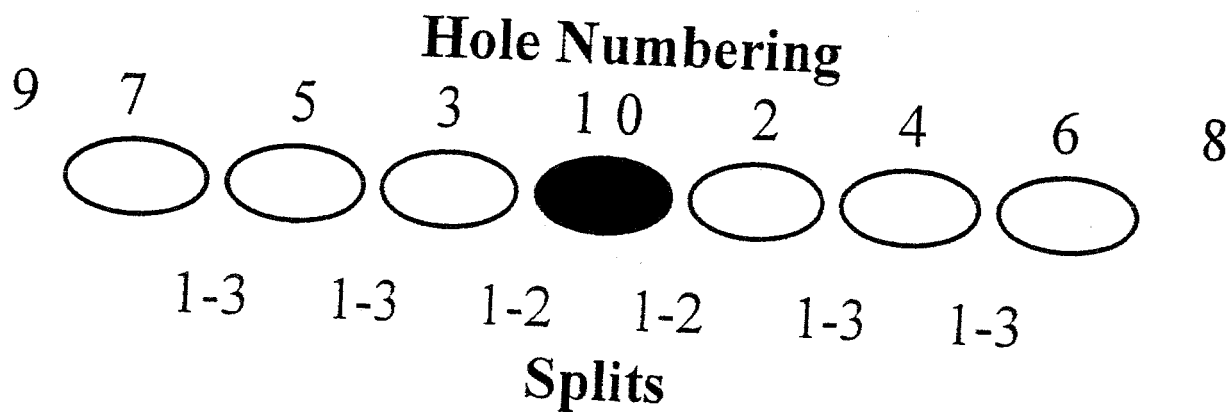
# SAINTS



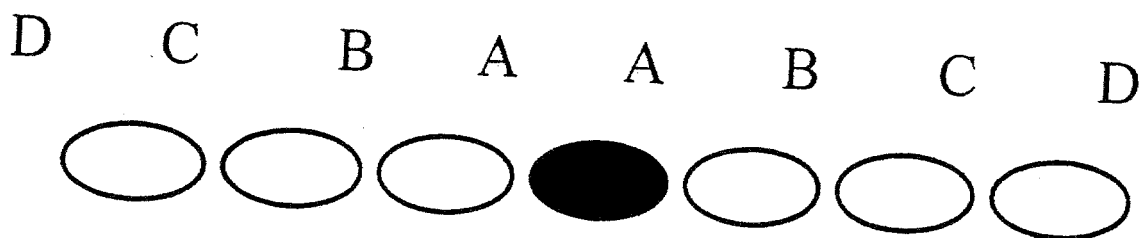
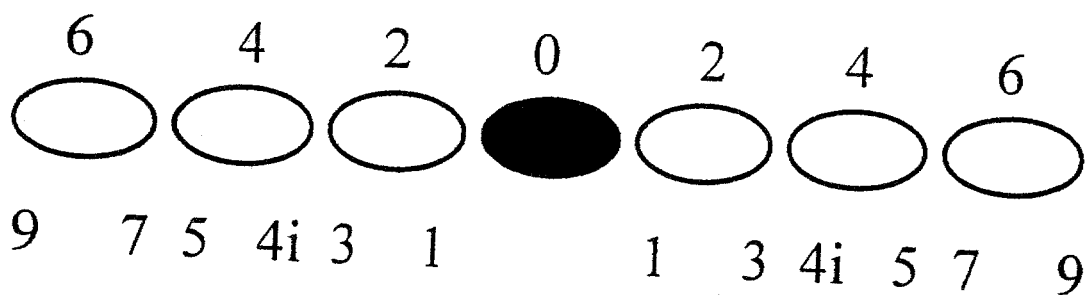
## FORMATIONS & ALIGNMENTS

## 1. HOLE NUMBERING / SPLITS

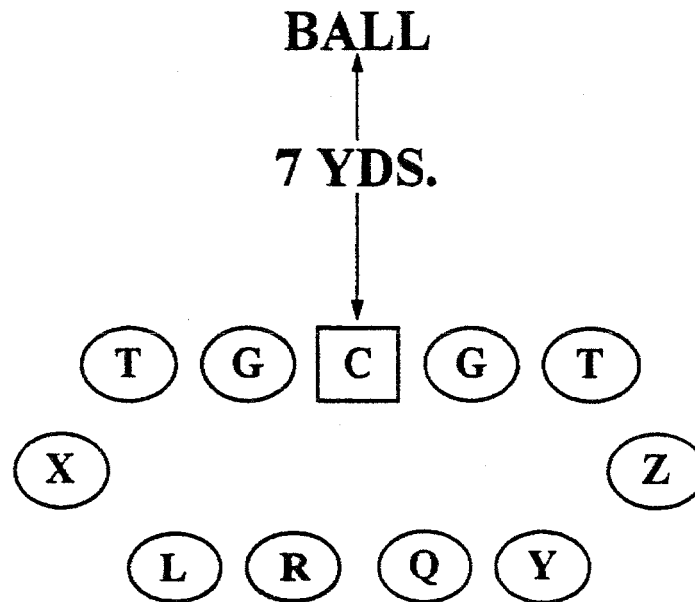
1. Even numbers are to the right of the Center; Odd numbers are to the left of the Center.
2. Holes are numbered over the linemen.
3. The 0/1 holes are over the right and left leg of the Center.



## 2. DEFENSIVE TECHNIQUES AND GAPS



### 3. PUTTING THE BALL IN PLAY



#### HUDDLE

1. Center sets Huddle - 7 yds. from ball.
2. We have 40 seconds to snap the ball from the time the last play ends. Hustle.
3. Be in position to hear and see the QB.
4. When bringing information from the sideline, give it to the QB outside the huddle.  
Never leave the sideline with play information unless you fully understand it.
5. WR's - Leave huddle after snap count is called the first time. (WR's exit behind huddle.)
6. QB will repeat the snap count, call "Ready", all clap hands and say, "Break".
7. Remainder of team will run to the ball and assume a 2 point stance.  
(Exceptions: "Down" & "Up" calls.)
  - "Down" - Tells everyone to assume a 3 point stance at LOS and stay in that stance until the snap.
  - "Up" - Tells everyone to assume a 2 point stance at LOS and stay in that stance until the snap.

#### PLAY CALL

1. Shift / Move (if any)
2. Formation
3. Motion (if any)
4. Play
5. Snap Count

Example: (1)(Regular) Deuce Rt - Hot Rt - Jet - On 3 - On 3 - Ready - Break  
 (2)(Motion) Strong Rt - Z-Motion - 16 Power O - On 1 - On 1 - Ready - Break  
 (3)(Move) Move to Split Rt - 43 Trap - On 2 - On 2 - Ready - Break  
 (4)(Down) Weak Rt - 14 Blunt - Down on the first sound - Down on the first sound - Ready - Break  
 (5)(Up) Split Rt - 24 Lead Draw - Up on 2 - Up on 2 - Ready - Break

**4. CADENCE:** Will be non-rhythmic & consist of the following options:  
 On 'Set' Backs and Line assume 3 point stance.  
 (Exception - 2 Minute & F/R/L in I formation.)

1st sound	Set			
Go	Set 2-84	Go		
One	Set 2-42	2-42	Hut	
Two	Set 3-585	3-585	Hut	Hut
Three	Set 4-35	4-35	Hut	Hut Hut
Four	Set 2-383	2-383	Hut	Hut Hut Hut

**Mayday** - When "Mayday" is used, eliminate motion and line up in final formation.  
 - Cadence is "Set-Hut".

**Silent Snap** - will be used in either two minute or loud stadium situations.

**Foot Snap** - QB in shotgun - QB signals Center that he's ready by raising his foot - Center then raises head - Counts - One thousand one, One thousand two - On the Center's "Set-Hut", snaps the ball.

**Hand Slap** - QB under center - QB signals Center that he's ready by tapping his tail - Center then raises head - Counts - One thousand one, One thousand two - On the Center's "Set-Hut", snaps the ball.

## **5. AUDIBLES**

An audible is a way to change a play and snap count at the Line of Scrimmage (LOS)

### **A. Repeat Snap Count**

If the snap count called in the huddle is called at line of scrimmage, it becomes a live audible.

Example: Huddle Call - Weak Rt 15 Blunt on Three

1. Set 2-45 2-45 Hut Hut Hut - Play remains 15 Blunt

2. Set 3-50 3-50 Hut Hut Hut

- Play becomes Base Protection and Pass is 50.

\*Utilize intelligent dummy audibles. e.g. - '50' series.  
 (First digit of cadence should never be higher than 4.)

### B. Check With Me

Allows you to make a final decision whether run and/or pass @ the LOS.  
Snap count will always be on 'One'.

*Example: Huddle Call - Split Rt - Inside Trap - Check With Me on 1*  
*Set 1-43 1-43 Hut - Play is 43 Trap*

### C. Zero

QB will use "zero" to erase the play and cadence given in the huddle.  
Also, to change play at LOS after QB has begun cadence and defense shifts;  
"Zero" call erases the cadence given prior to the defensive shift.  
Ball will be snapped on "Set-Hut" after play is given.

*Example: Huddle Call - Split Rt Hot Rt 84 Y-Pivot on 3*  
*Set 2-25 2-25 Hut (Def. Shift)*  
*0-22 0-22 Set-Hut - Play becomes 22 Trap*

**D. "Easy" call** - When the starting count is on 1st sound, it will be possible for QB to check to another play by calling "easy". QB will then call "zero", give another play and ball will be snapped on "Set-Hut".

**E. Snap count on "GO"** - If QB wants to change the play, he will call "Zero" and the new play.  
(The ball is snapped on "Set-Hut")

**F. Two Minute** - QB calls play at LOS, the ball is snapped on "Set-Hut".

*Example: 2 minute - at LOS QB says: '34', '34' - Set-Hut*  
*(Play is '34 Blunt')*

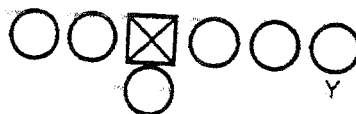
## 6. PERSONNEL GROUPINGS

	<u>RB</u>	<u>TE</u>	<u>WR</u>
20	2	0	(3)
21	2	1	(2)
22	2	2	(1)
23	2	3	(0)

	<u>RB</u>	<u>TE</u>	<u>WR</u>
10	1	0	(4)
11	1	1	(3)
12	1	2	(2)

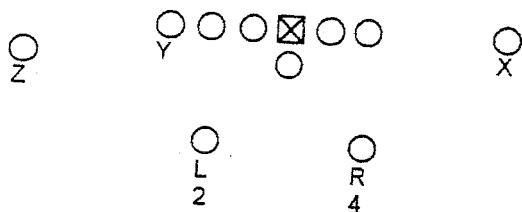
We'll use 2 digit numbers to indicate the number of RB's, TE's and WR's we want in the game. There can be a total of 5 RB's, TE's and WR's in the game. The first digit indicates the number of RB's. The second digit indicates the number of TE's. WR's have to determine how many are in the game by subtracting the total from 5.

# NUMBERING BY POSITIONS

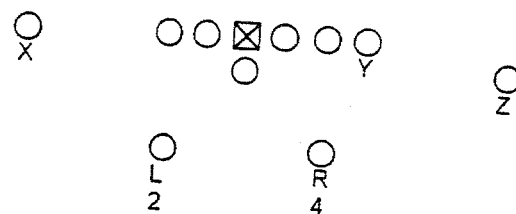


## 2 BACK FORMATIONS - 21 Personnel

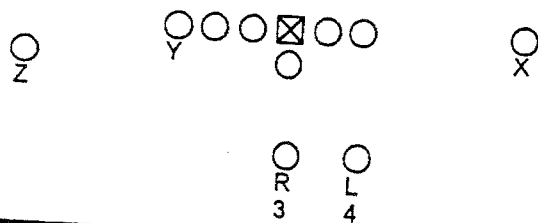
### Split Left



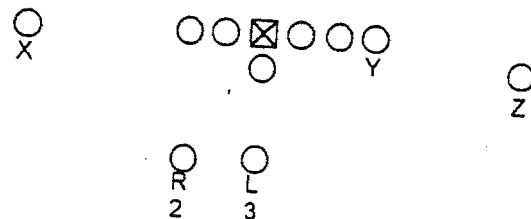
### Split Right



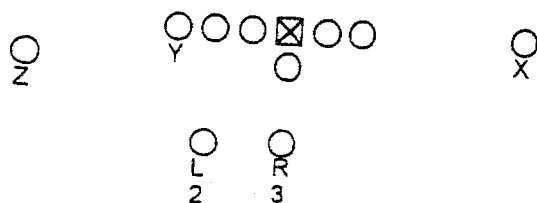
### Far Left



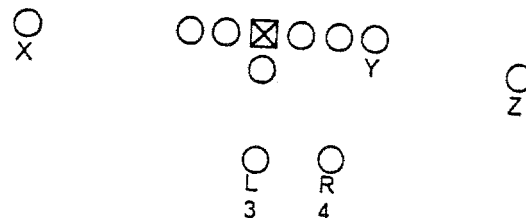
### Far Right



### Near Left



### Near Right



# 2 BACK FORMATIONS Continued

<p>I Left</p>	<p>I Right</p>
<p>Strong Left</p>	<p>Strong Right</p>
<p>Weak Left</p>	<p>Weak Right</p>

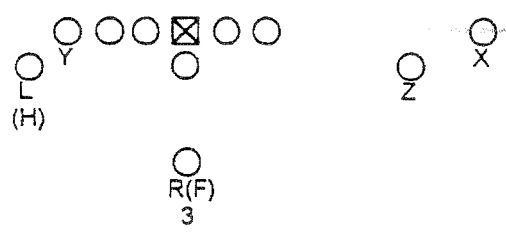
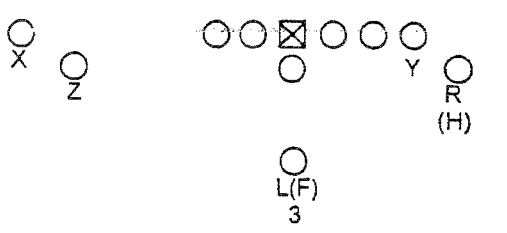
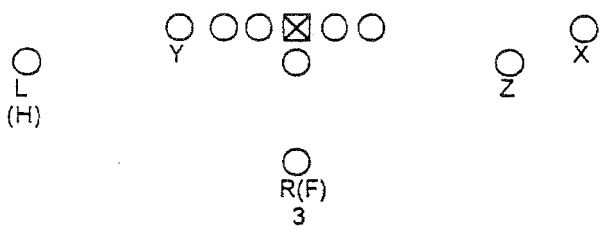
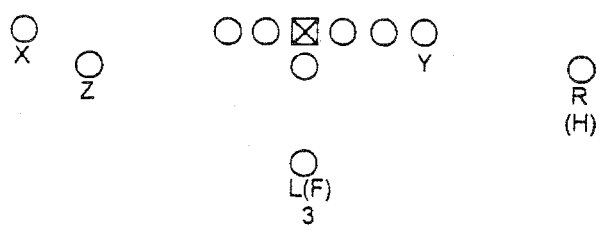
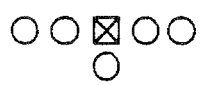
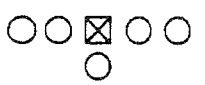
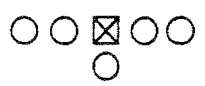
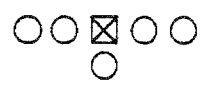


<p>Double Left (12)</p>	<p>Double Right (12)</p>
<p>Deuce Left (11,12,21)</p>	<p>Deuce Right (11,12,21)</p>
<p>Dice Left (11/21)</p>	<p>Dice Right (11/21)</p>
<p>Dock Left</p>	<p>Dock Right</p>

1 BACK SETS Continued

<p>Trey Left (11,12,21)</p>	<p>Trey Right (11,12,21)</p>
<p>Trips Left (11,21)</p>	<p>Trips Right (11,21)</p>
<p>Trout Left (11,21)</p>	<p>Trout Right (11,21)</p>
<p>Triple Left (12)</p>	<p>Triple Right (12)</p>

1 BACK SETS Continued

<p>Day Left (11,12,21)</p> 	<p>Day Right (11,12,21)</p> 
<p>Dual Left (11,21)</p> 	<p>Dual Right (11,21)</p> 
	
	

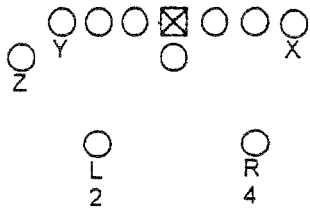
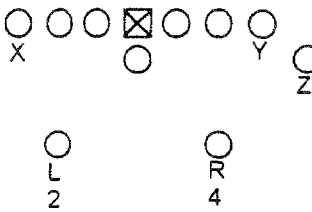
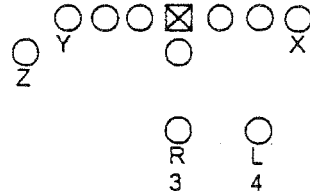
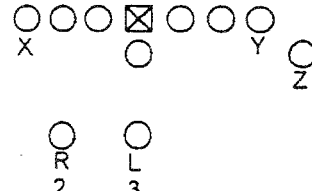
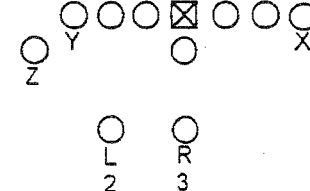
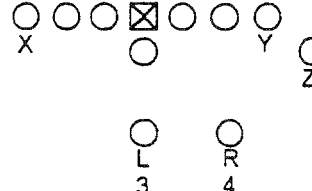
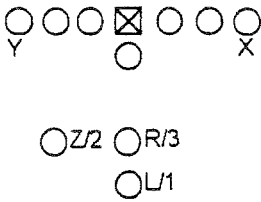
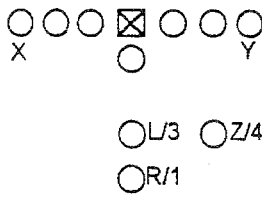
<p>Double Left</p>	<p>Triple Right</p>
<p>Near Deuce Left</p>	<p>Near Trey Right</p>
<p>Far Dice Left</p>	<p>Far Trips Right</p>
<p>Dock Left</p>	<p>Trout Right</p>

**CLUSTER & SPREAD  
FORMATIONS**

**Bunch = Cluster Strong ; Wad = Cluster Weak  
Predominently (10,11,21) Personnel**

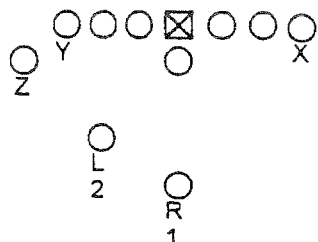
<p>Bunch Left</p>	<p>Bunch Right</p>
<p>Wad Left</p>	<p>Wad Right</p>
<p>Gold Left</p>	<p>Gold Right</p>
<p>Black Left</p>	<p>Black Right</p>

SHORT YARDAGE / GOAL LINE FORMATIONS - 22/23 Personnel - Heavy Personnel

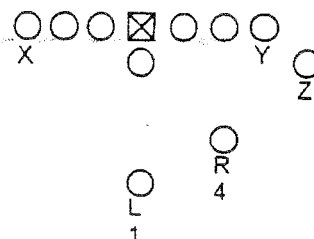
<p>Split Left</p>  <p>Diagram showing a split left formation. The backfield consists of a center (X) flanked by two guards (Y and Z) and two tackles (L and R). The line of scrimmage has two players: L2 and R4.</p>	<p>Split Right</p>  <p>Diagram showing a split right formation. The backfield consists of a center (X) flanked by two guards (Y and Z) and two tackles (L and R). The line of scrimmage has two players: L2 and R4.</p>
<p>Far Left</p>  <p>Diagram showing a far left formation. The backfield consists of a center (X) flanked by two guards (Y and Z) and two tackles (L and R). The line of scrimmage has two players: R3 and L4.</p>	<p>Far Right</p>  <p>Diagram showing a far right formation. The backfield consists of a center (X) flanked by two guards (Y and Z) and two tackles (L and R). The line of scrimmage has two players: R2 and L3.</p>
<p>Near Left</p>  <p>Diagram showing a near left formation. The backfield consists of a center (X) flanked by two guards (Y and Z) and two tackles (L and R). The line of scrimmage has two players: L2 and R3.</p>	<p>Near Right</p>  <p>Diagram showing a near right formation. The backfield consists of a center (X) flanked by two guards (Y and Z) and two tackles (L and R). The line of scrimmage has two players: L3 and R4.</p>
<p>Power I Left</p>  <p>Diagram showing a power I left formation. The backfield consists of a center (X) flanked by two guards (Y and Z) and two tackles (L and R). The line of scrimmage has three players: Z/2, R/3, and L/1.</p>	<p>Power I Right</p>  <p>Diagram showing a power I right formation. The backfield consists of a center (X) flanked by two guards (Y and Z) and two tackles (L and R). The line of scrimmage has three players: L/3, Z/4, and R/1.</p>

SHORT YARDAGE / GOAL LINE FORMATIONS Continued

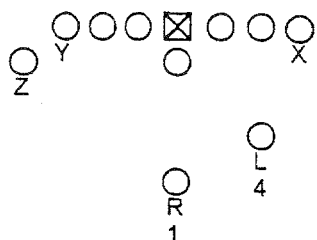
Strong Left



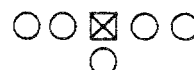
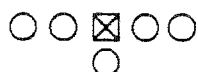
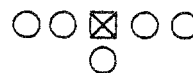
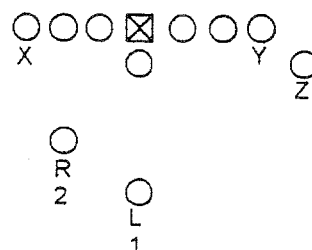
Strong Right



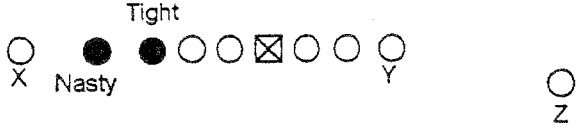
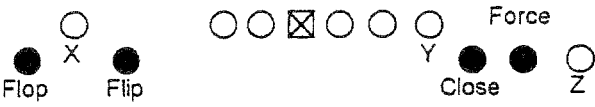
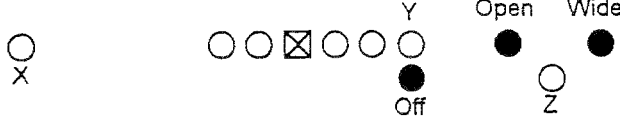
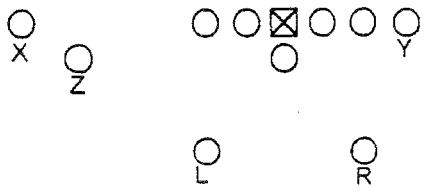
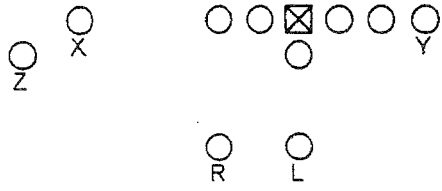
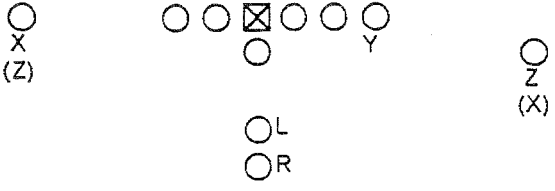
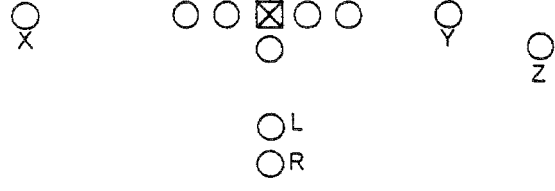
Weak Left



Weak Right



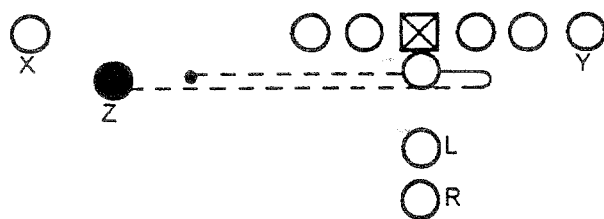
# X/Y/Z ALIGNMENTS

<p><u>X</u></p> 	<p><u>Z</u></p> 
<p><u>Y</u></p> 	<p>NASTY - X lines up 4 yards from End Man.  FORCE - Z lines up 4 yards from End Man.  FLIP - Z in inside slot position.  FLOP - X in inside slot position.  CLOSE - Strongside Flanker line up 1x1 off TE.  TIGHT - X On the line in TE position.  OFF - Y off the line.  OPEN - Y flexes out 5 yards.  WIDE - Y lines up outside WR.  SWAP - X becomes Z. Z becomes X.</p> <p>SPLITS - Somewhere on numbers.  Adjust based on hash.</p>
<p>Examples: Split Right Flip</p> 	<p>Far Right Flop</p> 
<p>I Right Swap</p> 	<p>I Right Open</p> 



**RETURN: Start in called formation, cross the ball. Return and end in called formation.**

5. I Rt Flip - Z Return - 14 Lead

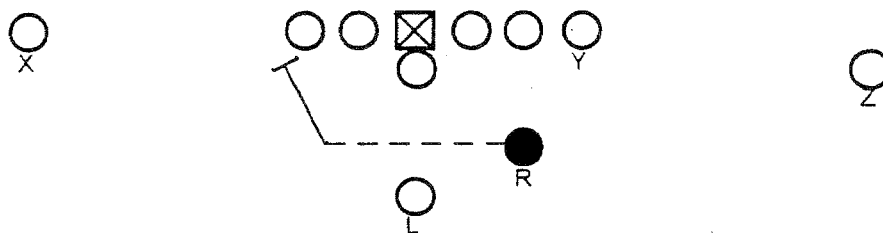


**B. Movements by Backs**

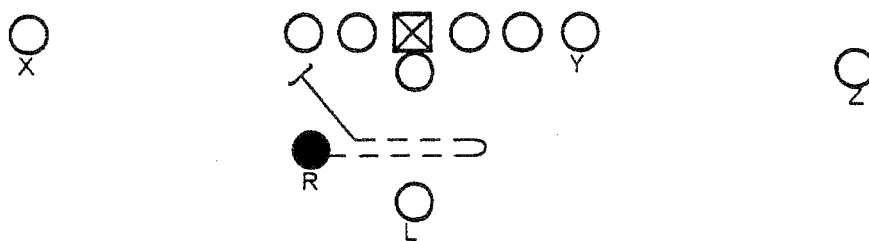
- We'll call the formation the backs end in & then give them the motion call.

*Examples:*

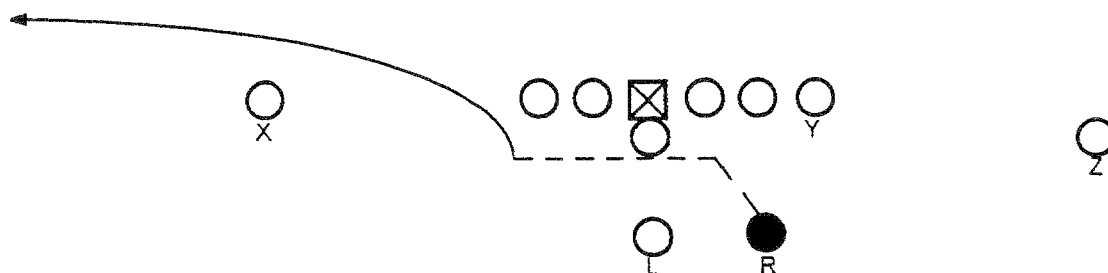
1. Weak Rt - R Motion - 15 Blunt



2. Weak Rt R-Return 15 Blunt

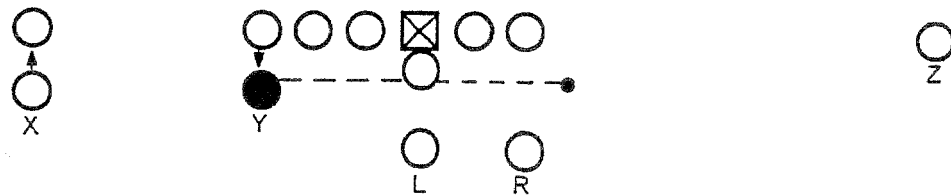


3. Deuce Rt - R Motion - Hot Rt 52



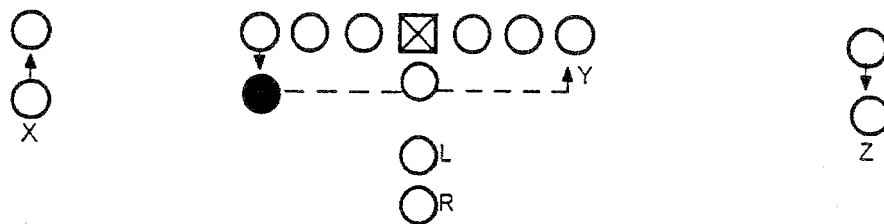
**C. Motions by Y - Tight End will start on the ball and end in the called formation.**

*Example: Near Rt - Y Motion -36 Slant*



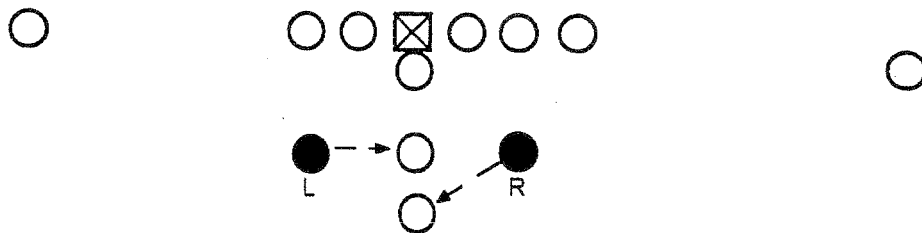
- D. Move - Tells Y to move from one stationary position to another stationary position**
- He'll end up in the called formation - always start on the ball.
  - "Off" will tell the TE to line up off the ball.
  - C.P. - Make it look like Motion.

*Example: Move to I Rt - 16 Power-O (Y will end up in I Rt.)*

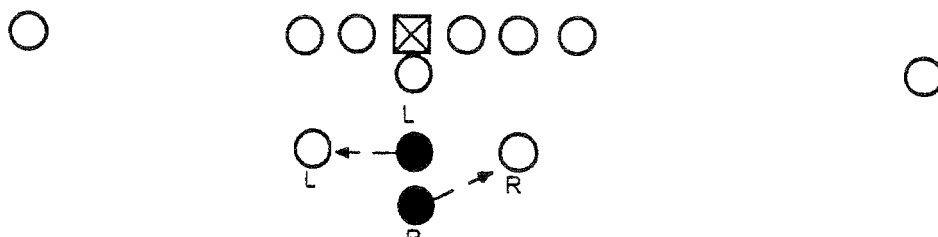


- E. Shift - Tells backs to move from one stationary position to another stationary position**
- They will end up in the called formation.

*Example: Shift to I Rt 14 Lead (Backs will start in one backfield set and end up in I Right)*



*Example: Shift to Split Right 49 E.O. (Backs will start in one backfield set and end in Split Right.)*

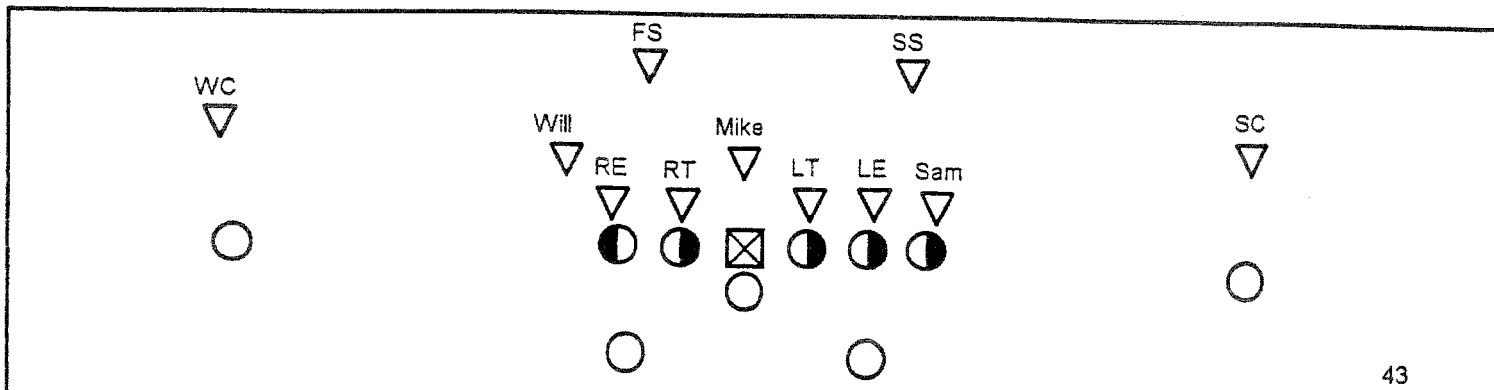


# SAINTS

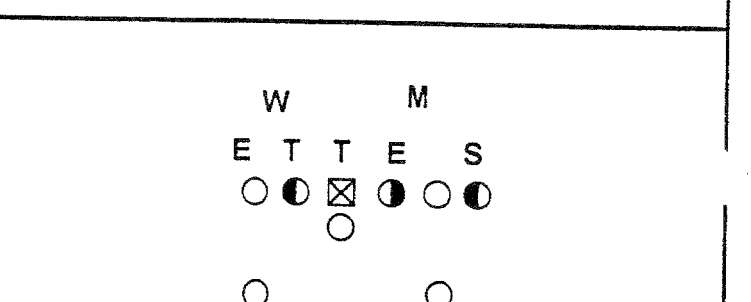
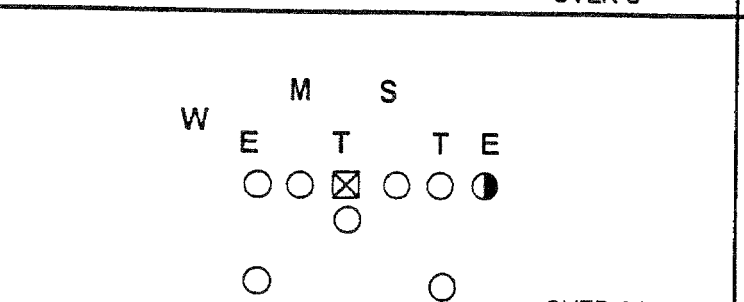
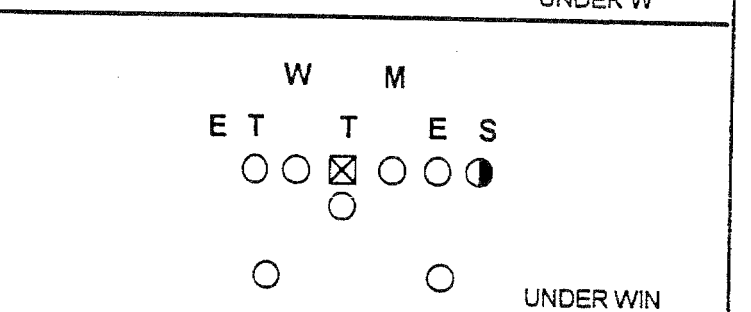
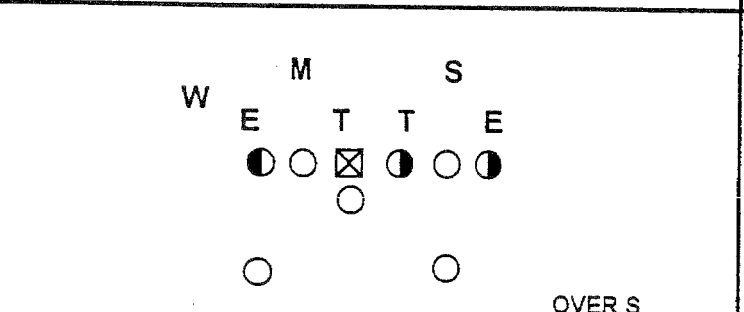
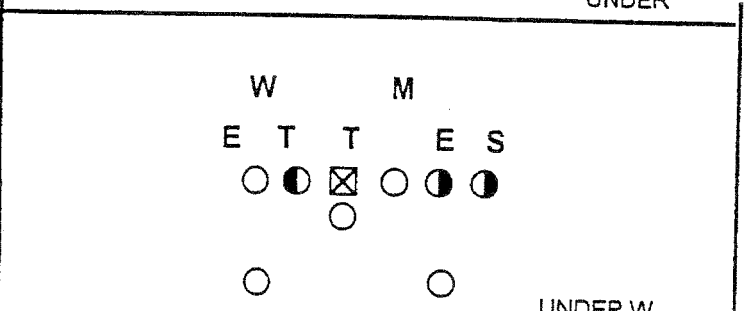
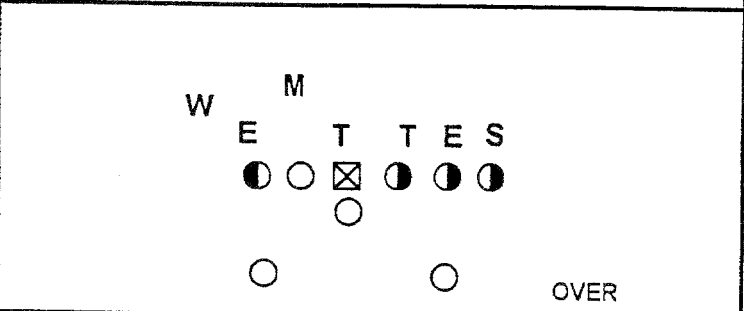
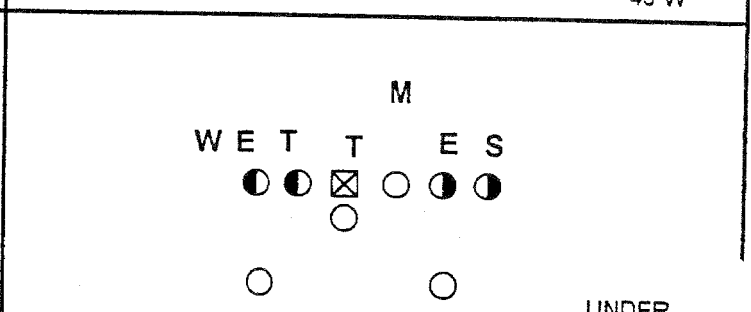
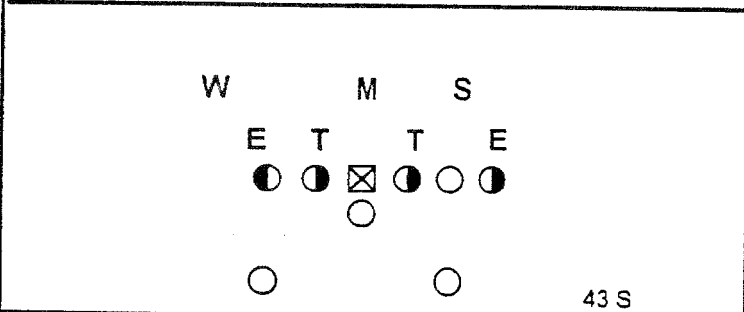
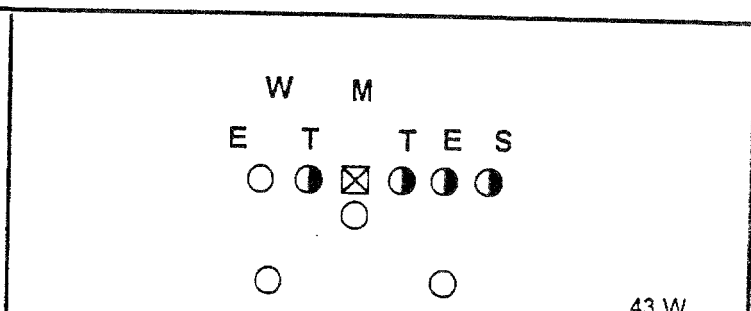
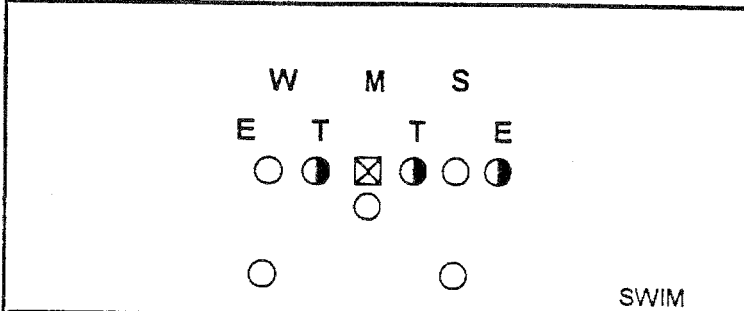


## DEFENSIVE RECOGNITION

# DEFENSIVE RECOGNITION



43

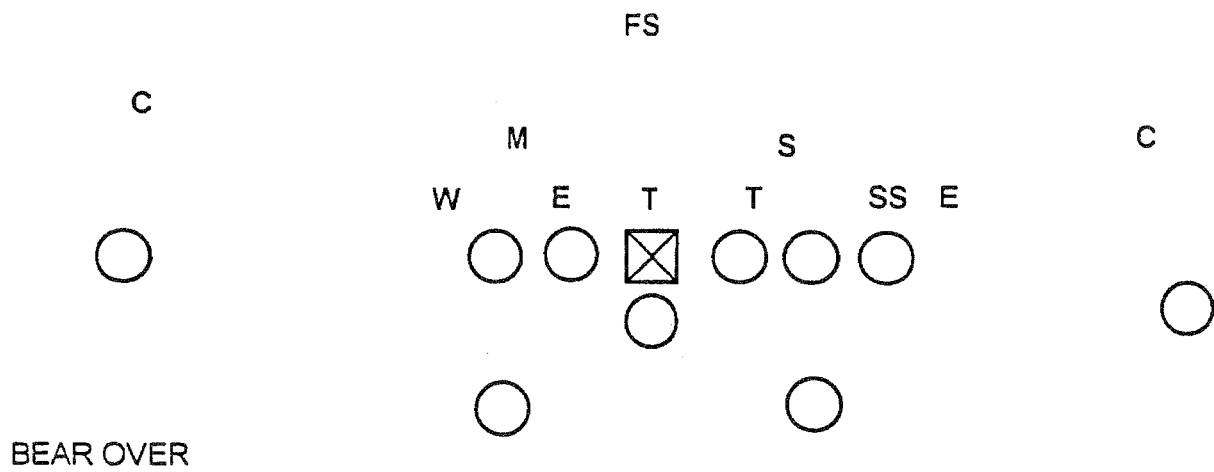
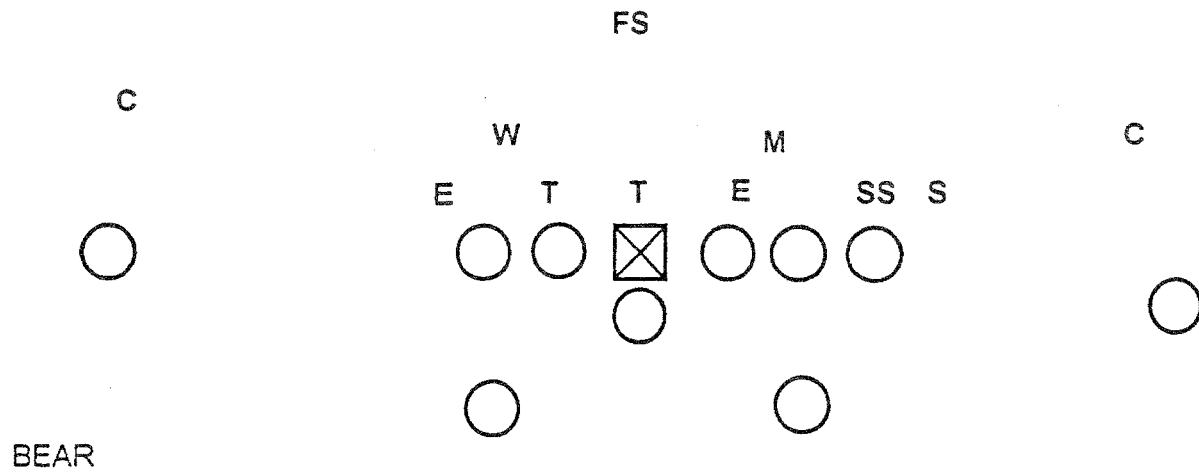


# DEFENSIVE RECOGNITION - 34 PERSONNEL

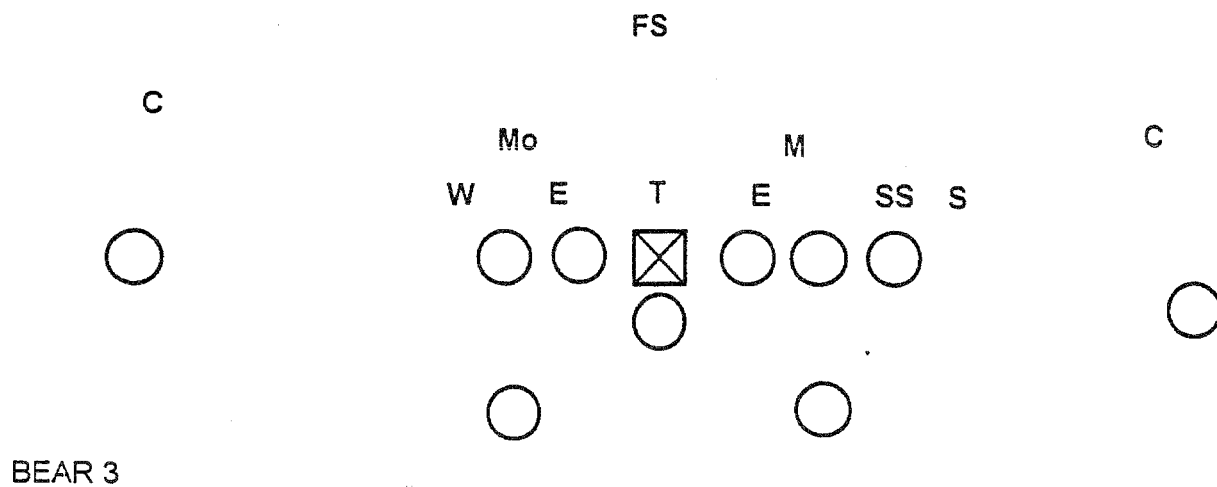
	<p>34</p>
<p>43 SWIM</p>	<p>43 W</p>
<p>43 S</p>	<p>UNDER</p>
<p>OVER</p>	<p>UNDER W</p>
<p>OVER S</p>	<p>UNDER WIN</p>
<p>43</p>	<p>52</p>

<p>'Buzz' Look</p> <p>SWIM Buzz D</p>	<p>'Wide' Look</p> <p>43 W Wide</p>
<p>'Buzz' Look</p> <p>43 S Buzz 1</p>	<p>'Will Walk' Look</p> <p>UNDER Will Walk</p>
<p>'Wide Exchange' Look</p> <p>OVER Wide Exchange</p>	<p>'Stack' Look</p> <p>UNDER W Stack</p>
<p>'Boss' Look</p> <p>OVER S Boss</p>	<p>'Bow' Look</p> <p>43 Bow</p>
<p>'Mug' Look</p> <p>OVER SIN S/M-Mug</p>	<p>TERMS</p> <p>Buzz - Safety comes out of secondary into the box.  'D', 'A', '1', '4' - tells saftey's alignment at snap.  Boss - Linebackers shifted strongside.  Bow - Linebackers shifted weakside.  Mug - One or two LBers break heel line of def. line.  Exchange - OLB &amp; DE trade positions.  Wide - DE lined up over TE, Sam on line outside of DE.  Wide Exchange - Wide look with Sam &amp; DE trade positions  Stack - Will or Sam stacked inside behind DT.  Walk - LBers walks out onto slot reciever.</p>


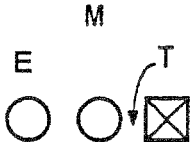
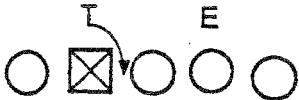






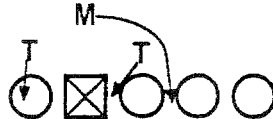
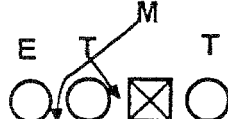
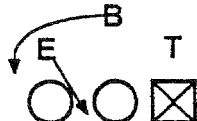


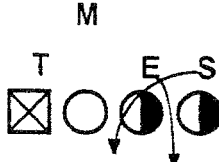
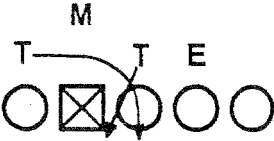
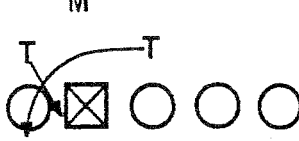
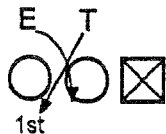
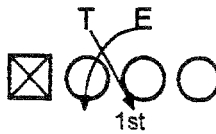
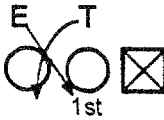
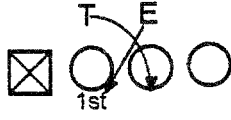
# RECOGNITION OF 4 MAN BEAR DEFENSE



# RECOGNITION OF 3 MAN BEAR DEFENSE



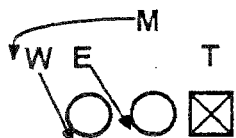
# LINE CHARGES AND STUNTS

<p>a) ONE MAN ACTIONS</p> <div></div> <p>2 GAP ALIGNMENT (ANY DEFENSIVE LINEMAN)</p>	<div><p>M</p></div> <p>NOSE - RETURN WEAK</p>	<div><p>M</p></div> <p>NOSE - RETURN STRONG</p>	
<p>b) TWO MAN ACTIONS:</p> <div></div> <p>'INSIDE PINCH'</p>	<div></div> <p>'OUTLAW'</p>	<div></div> <p>'ROSE'</p>	<div></div> <p>'LOU'</p>
<div></div> <p>'STRONG PINCH'</p>	<div></div> <p>'WEAK PINCH'</p>	<div></div> <p>'SPIKE STRONG'</p>	<div></div> <p>'SPIKE WEAK'</p>
<div></div> <p>'COWBOY WEAK'</p>	<div></div> <p>'COWBOY STRONG'</p>	<div></div> <p>'OX'</p>	<div><p>M</p></div> <p>'SOX'</p>
<div><p>M</p></div> <p>'STRONG LOOP'</p>	<div><p>M</p></div> <p>'WEAK LOOP'</p>	<div></div> <p>'WEAK TACKLE TWIST'</p>	<div></div> <p>'STRONG TACKLE TWIST'</p>
<div></div> <p>'WEAK END TWIST'</p>	<div></div> <p>'STRONG END TWIST'</p>		

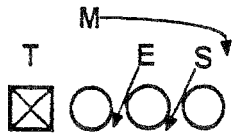


# LINE CHARGES AND STUNTS

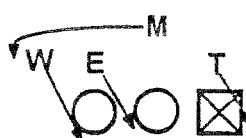
## c) 3 MAN ACTIONS:



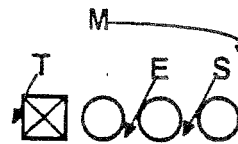
(WILL BLAZE)



(SAM BLAZE)



(WILL BLOOD)



(SAM SLAM)

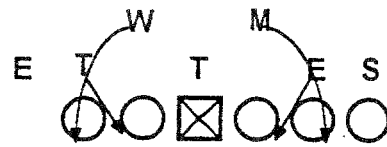
## d) 4 MAN ACTIONS:



'DOUBLE PINCH'



'GO'



'BRONCO'

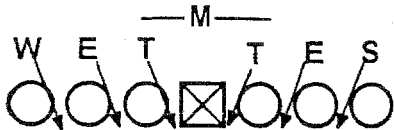


(DOUBLE TACKLE TWIST)

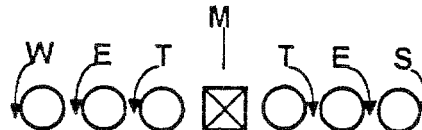


(DOUBLE END TWIST)

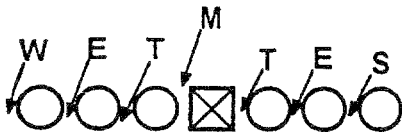
## e) 6 MAN ACTIONS:



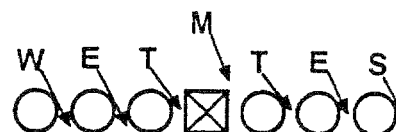
'PINCH'



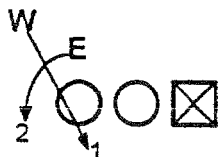
'ODD BALL'



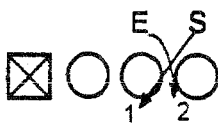
'ANGLE WEAK'



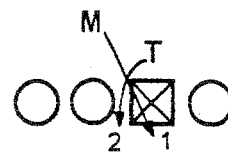
'ANGLE STRONG'



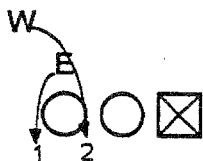
'WILL FIRE'



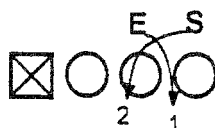
'SAM FIRE'



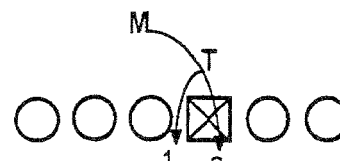
'MIKE NOSE WEAK OR STRONG'



'WILL SHOOT'



'SAM SHOOT'



'MIKE 0 or 1'

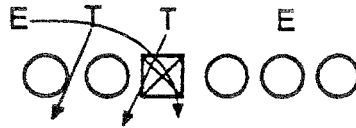
# 3 MAN - LINE STUNTS

4-3



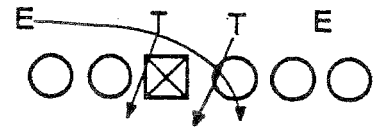
'END STRONG'

UNDER



'END STRONG'

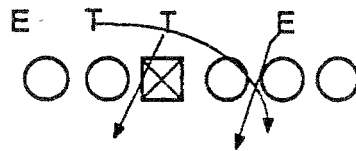
OVER



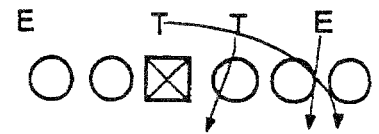
'END STRONG'



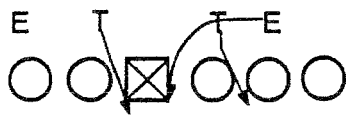
'TACKLE STRONG'



'TACKLE STRONG'



'TACKLE STRONG'



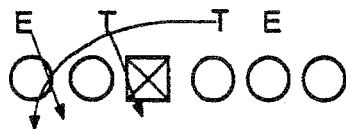
'END WEAK'



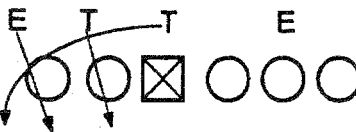
'END WEAK'



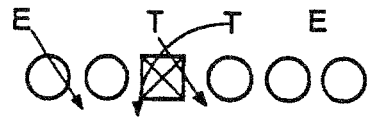
'END WEAK'



'TACKLE WEAK'

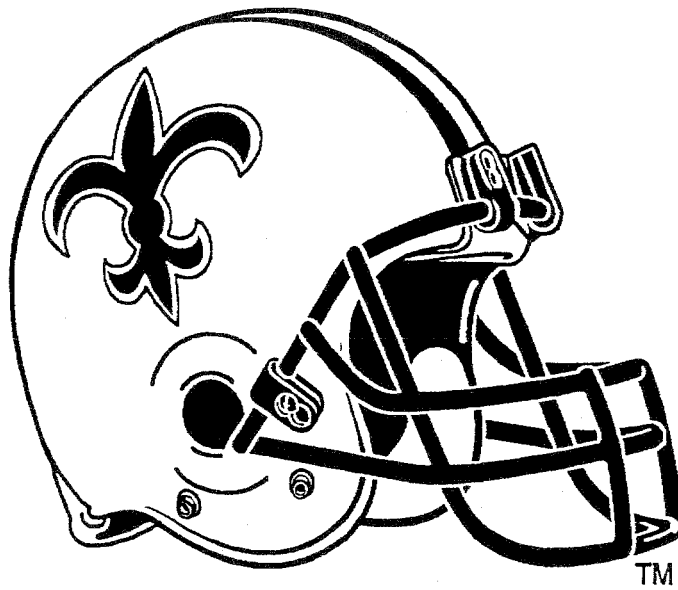


'TACKLE WEAK'



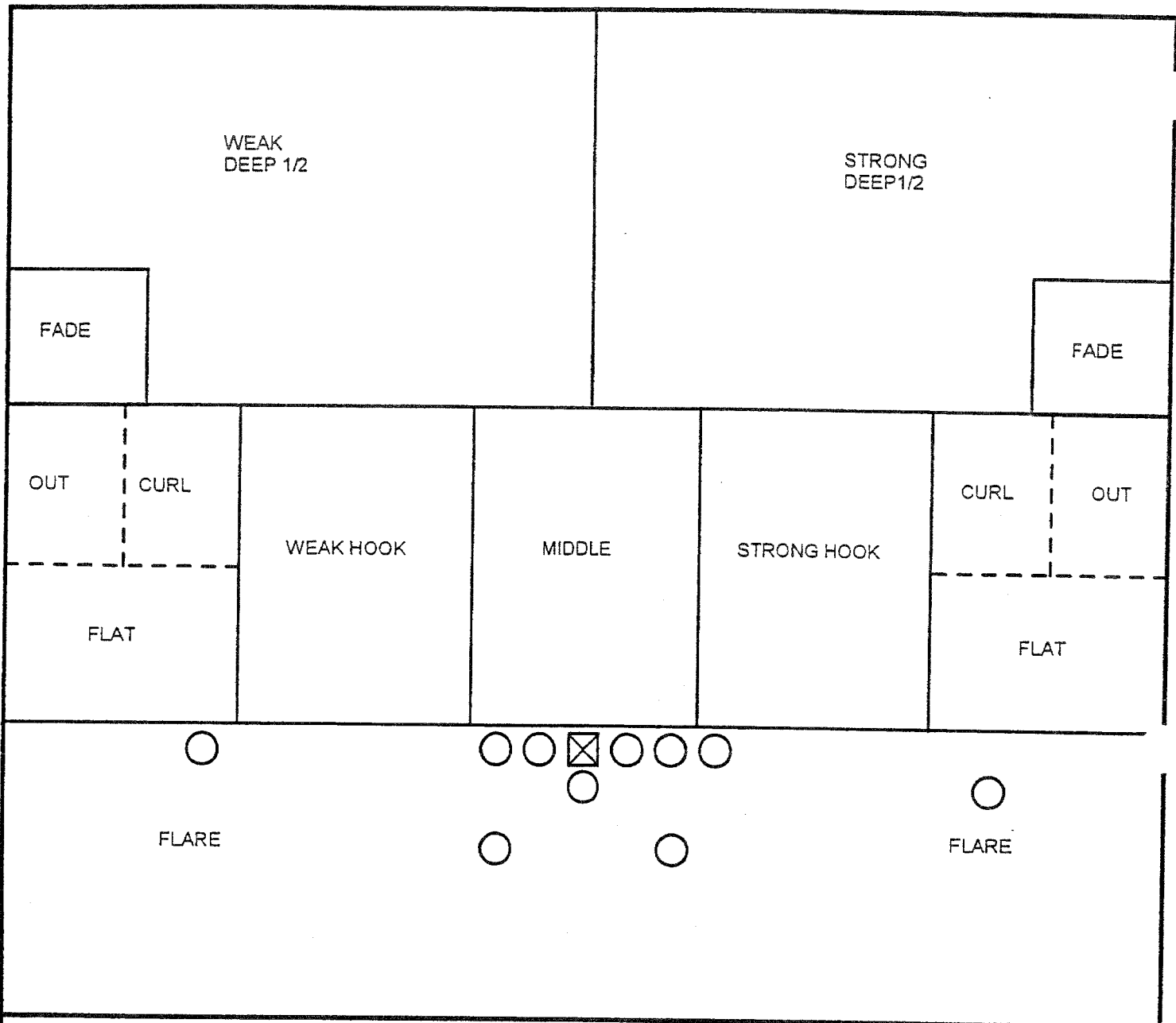
'TACKLE WEAK'

# **SAINTS**



## **COVERAGES**

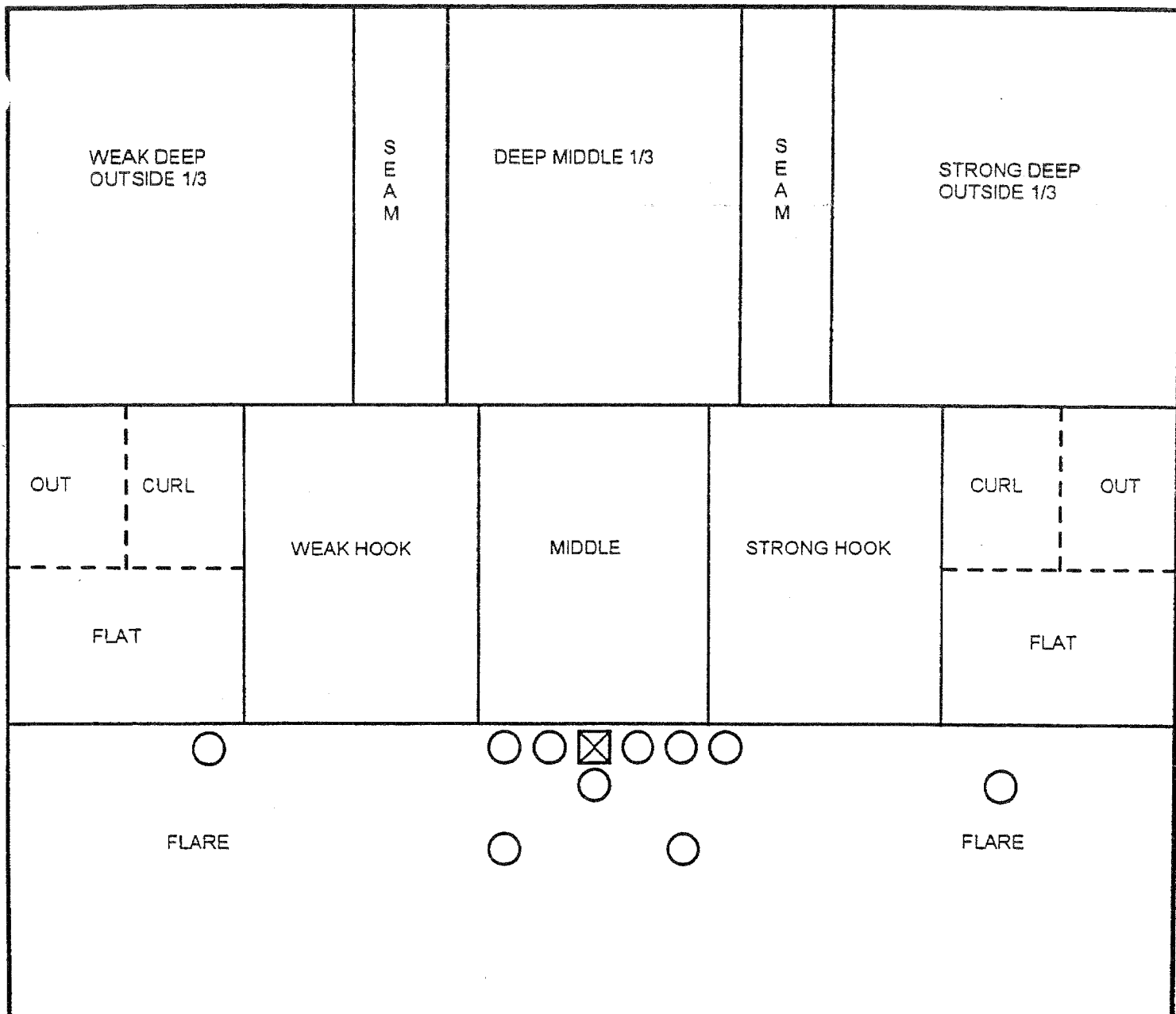
## TWO DEEP ZONE



### LANDMARKS (APPROXIMATIONS)

- Flat Players - 1 Yard Outside of Numbers
- Hook Players - Hash
- Middle Player - Split Hash Marks
- Deep Safeties - 2 Yards Inside of Numbers - 22 yards deep

# THREE DEEP ZONE



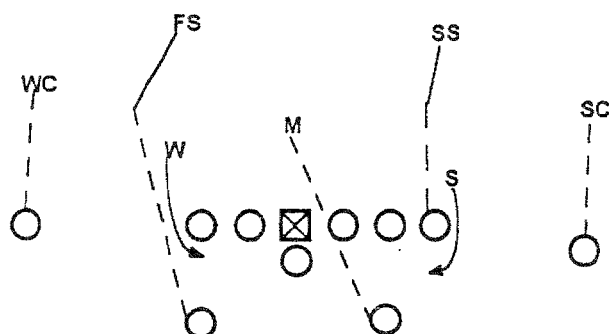
## LANDMARKS (APPROXIMATIONS)

- Curl/Flat Players - Inside edge of Numbers
- Hook Players - Hash
- Deep Middle Player - Split Hash Marks
- Deep Outside 1/3 Players - 2 Yards Outside of Numbers

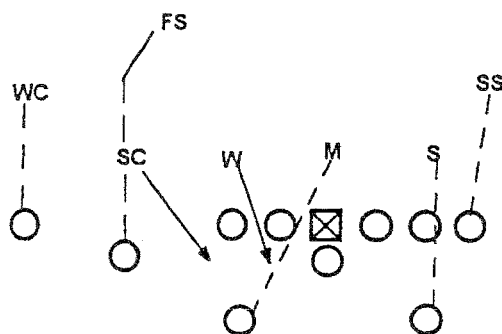
COVER 0

**Description:** Blitz Coverage, 6 man rush, pure man, No Safety in MOF.

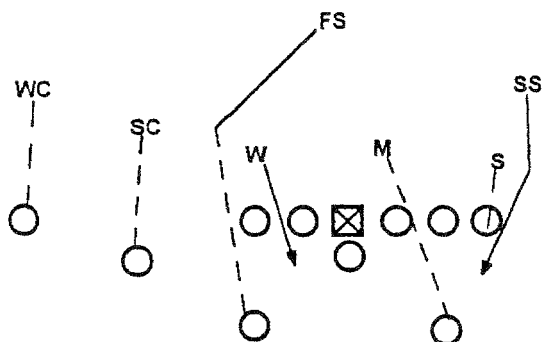
Sam/Will Dog



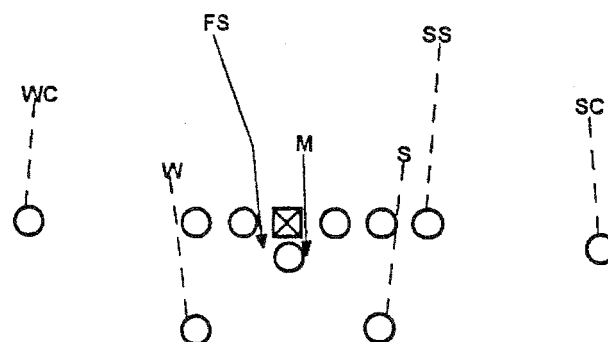
SC/Will Fire



Will/SS Fire



FS/Mike Fire



SC: Man to Man on #1 strong.

SS: Man to Man on #2 strong.

WC: Man to Man on #1 weak.

FS: Man to Man on #2 weak.

SAM: Dog.

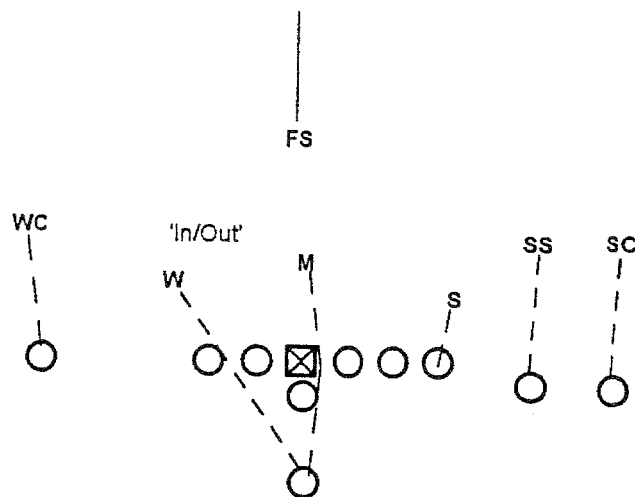
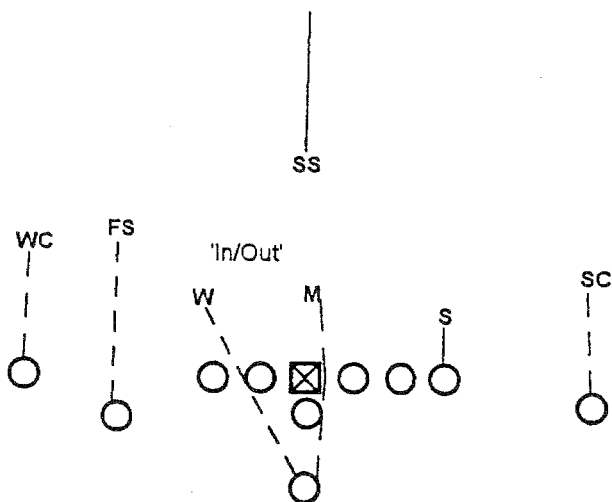
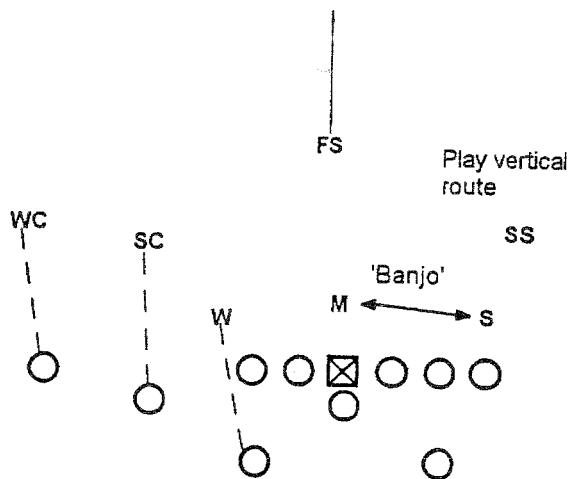
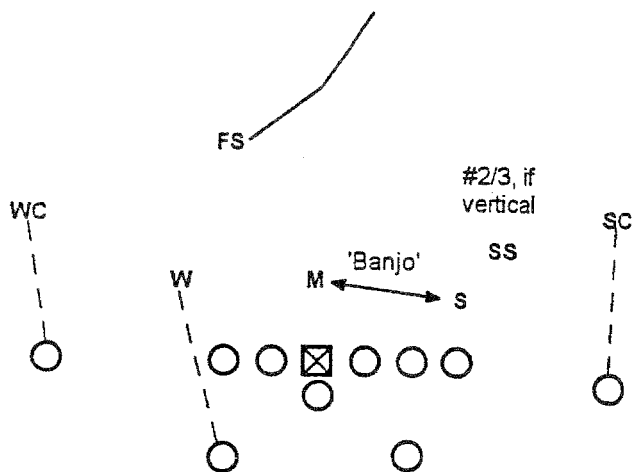
**MIKE:** Man to Man on #3 strong.

WILL: Dog.

**Variations:** Possible press by Corners.

## COVER 1

**Description:** Man coverage, Safety in MOF, 4 man rush, Sam, Mike & SS 3 way on TE and near Back.



SC: Man to man on #1 strong. 7 yards off outside shade of WR. vs. wide split - play inside shade

**SS:** If #2 or #3 gets vertical, play him man - no vertical, zone middle.

WC: Man to man on #1 weak. 7 yards off outside shade of WR. vs. wide split - play inside shade.

FS: Zone deep middle.

**SAM:** Banjo TE and near Back with Mike - take man in flat man to man - if free, zone middle.

**MIKE:** Banjo TE and near Back with Sam - take crosser man to man - if free, zone middle.

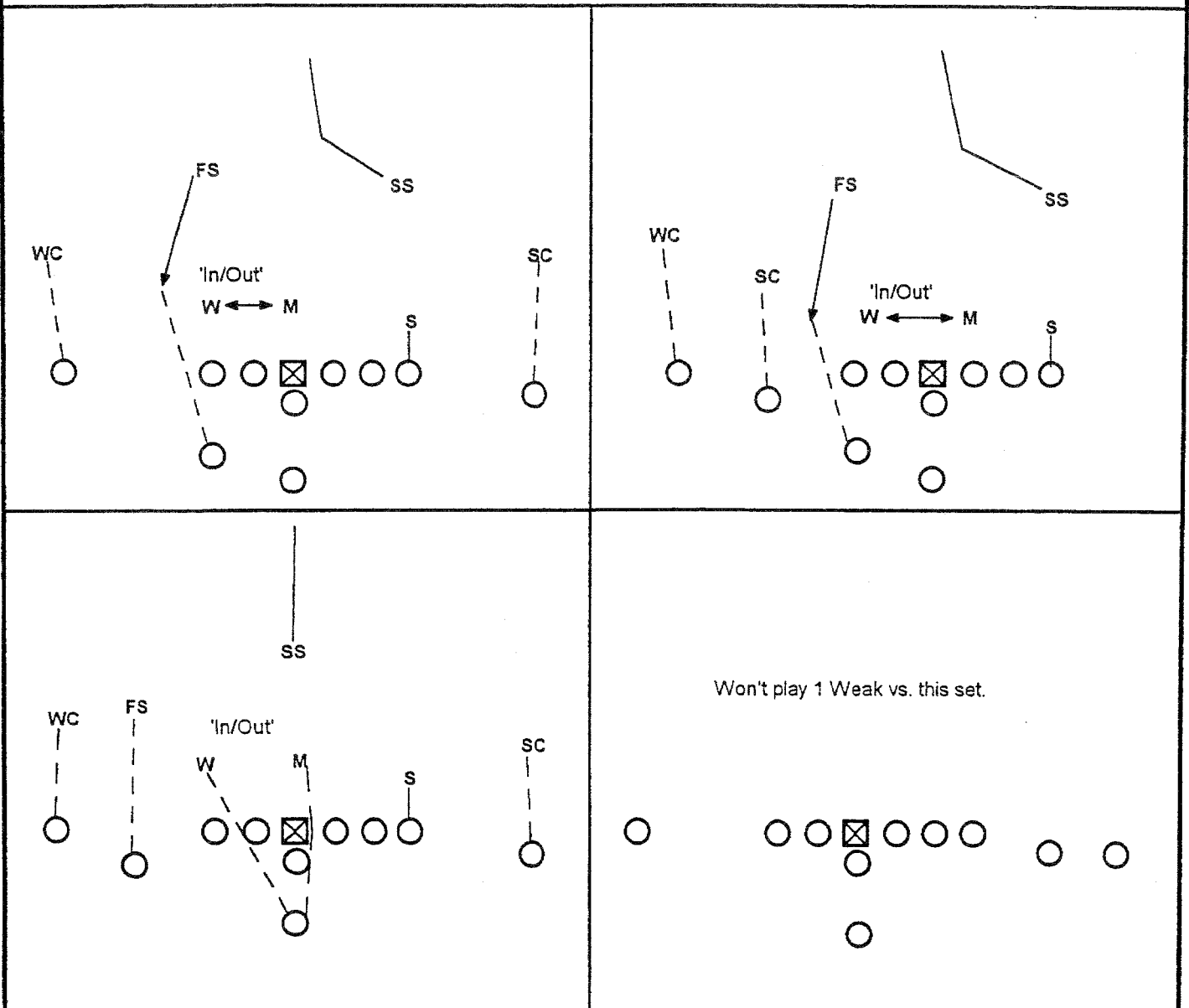
WILL: Man to man on #2 weak.

Variations:

- Possible press/press bail by Corners
- Possible 5 man rush (3 way on TE & near back will be eliminated).

## COVER 1 Weak

**Description:** Man coverage, Strong Safety in MOF, 4 man rush.



SC: Man to man on #1 strong - 7 yards off outside shade of WR. vs. wide split - play inside shade.

SS: Show Cover 2 - Zone deep middle.

WC: Man to man on #1 weak - 7 yards off outside shade of WR. vs. wide split - play inside shade.

FS: Show Cover 2 - Move into box - Man to man on #2 weak.

SAM: Man to man on TE.

MIKE: 'In/Out' remaining back with Will - If free, zone middle.

WILL: 'In/Out' remaining back with Mike - If free, zone middle.

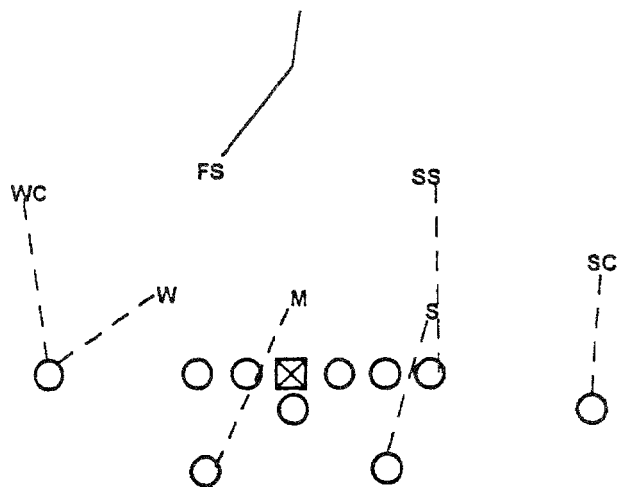
Variations: 'In/Out' by FS & Will on #2 weak - Mike man to man on remaining back.



# COVER 1 Variations

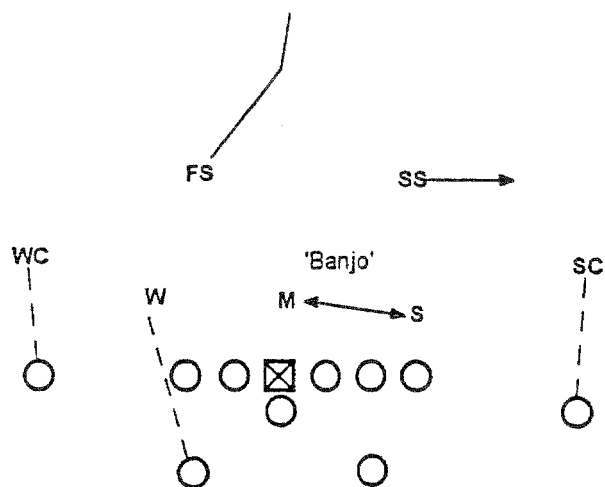
## Description:

Short & Long Technique - WC & Will double X.



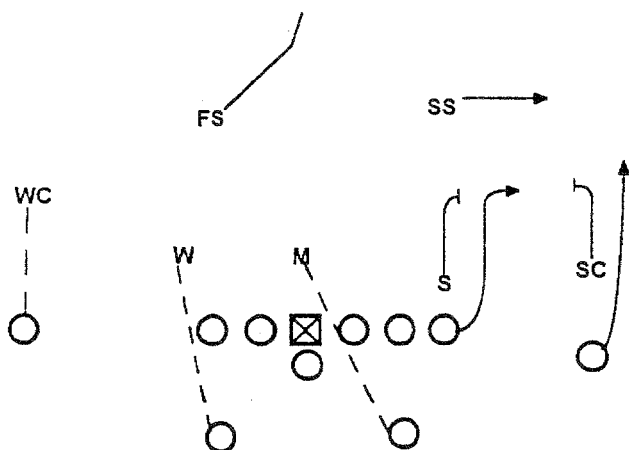
Cover 1 Double X

Short & Long Technique - SS & SC double Z.



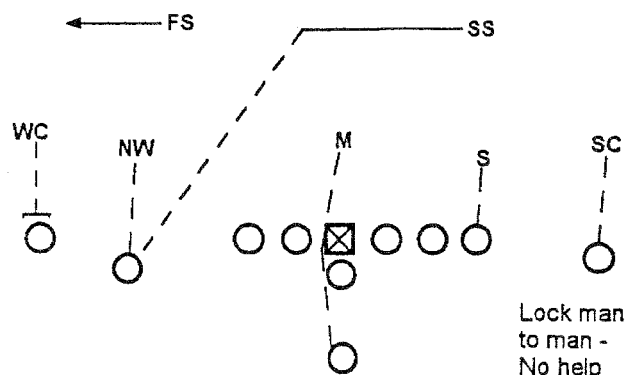
Cover 1 Double Z

Trap Technique (Sam & SC trap Y.)



Cover 1 Trap Y

SS/N - In & Out on H; WC/FS - Short & Long on X  
In & Out/Short & Long



Cover 1 Double X & H

Lock man  
to man -  
No help

SC:

SS:

WC:

FS:

SAM:

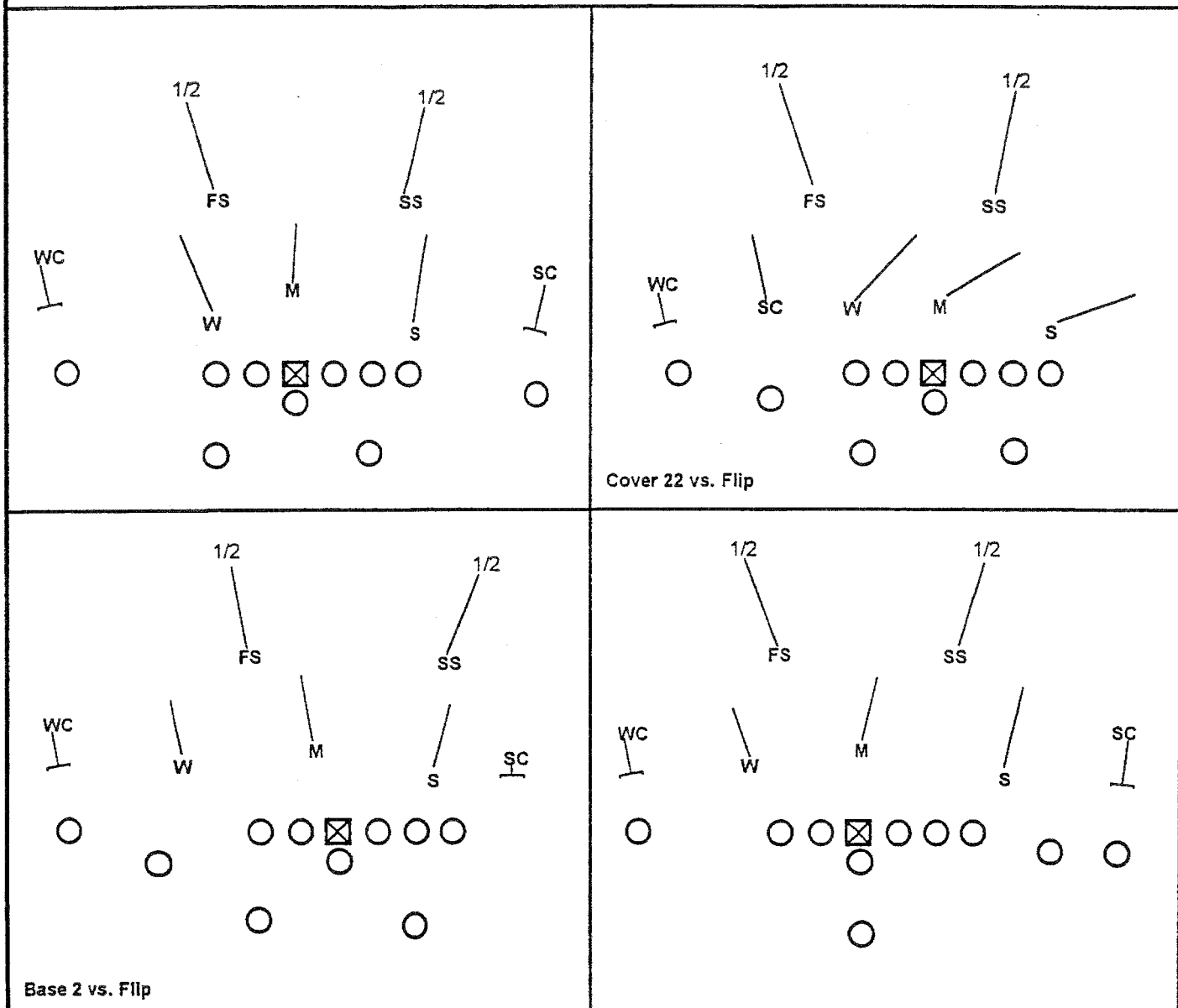
MIKE:

WILL:

Variations:

## COVER 2

**Description:** 2 deep, 5 under zone, 4 man rush, LBers make formation adjustments.



SC: Strong flat - hold off fade - no flat route, fall off with #1 - 7 yards off outside shade of WR.

SS: Deep 1/2 - 12 yards off, outside edge of box.

WC: Weak flat - hold off fade - no flat route, fall off with #1 - 7 yards off outside shade of WR.

FS: Deep 1/2 - 12 yards off, outside edge of box.

SAM: Strong hook.

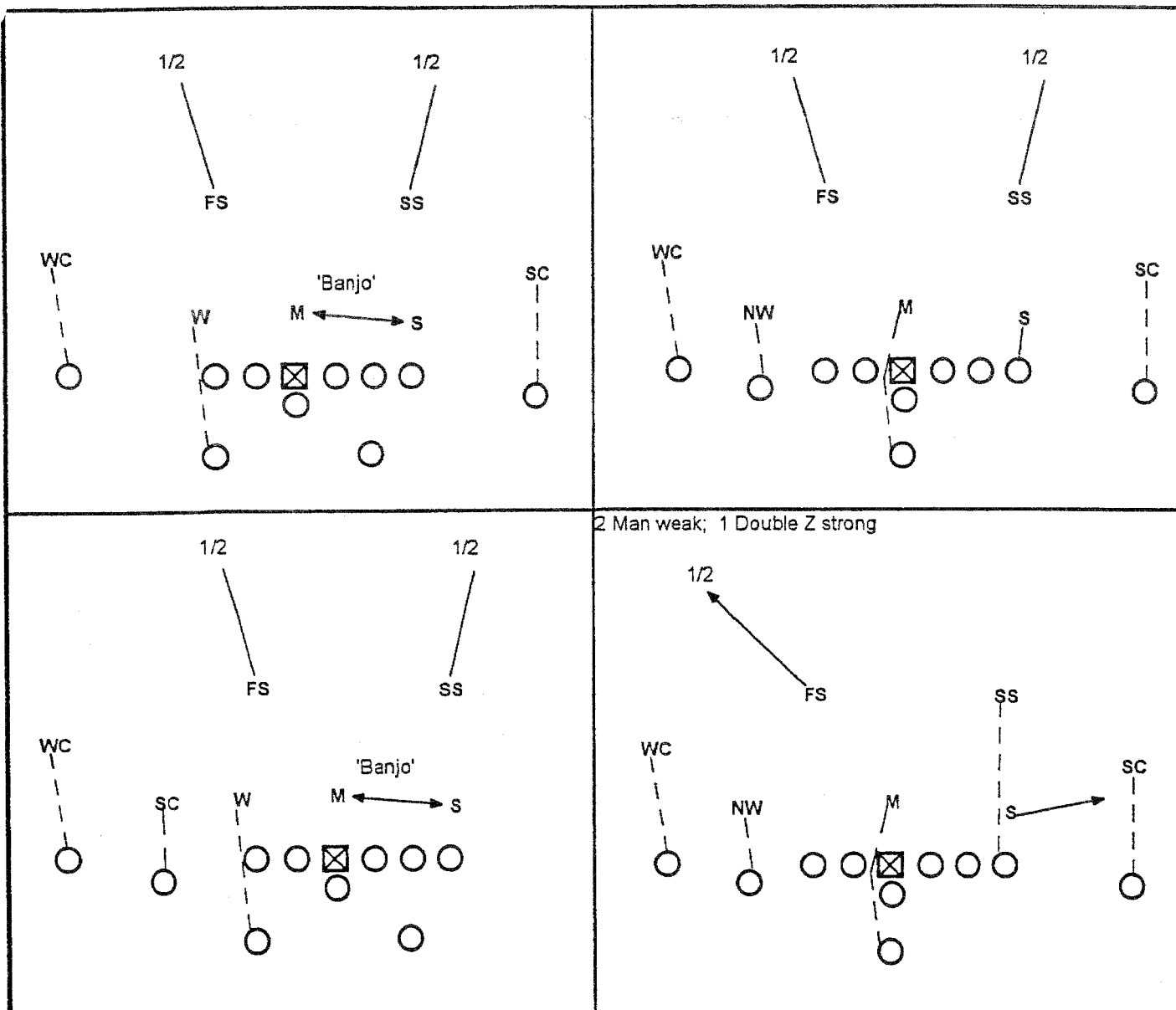
MIKE: Open to #3 side - zone middle area - take seam to #3 side.

WILL: Weak hook.

Variations: 22 Coverage - Corners stay on WRs - Potential "Lock" by Corner on slot receiver.

## COVER 2 Man

**Description:** 2 deep, 5 under man, 4 man rush.



**SC:** Hard inside man to man on #1 - Under cut all inside and outside routes. 5 yds off, head up to inside.

**SS:** Deep 1/2.

**WC:** Hard inside man to man on #1 - Under cut all inside and outside routes. 5 yds off, head up to inside.

**FS:** Deep 1/2.

**SAM:** Banjo Y & Back with Mike. (Variation: Man to man on Y)

**MIKE:** Banjo Y & Back with Sam. (Variation: Man to man on Back)

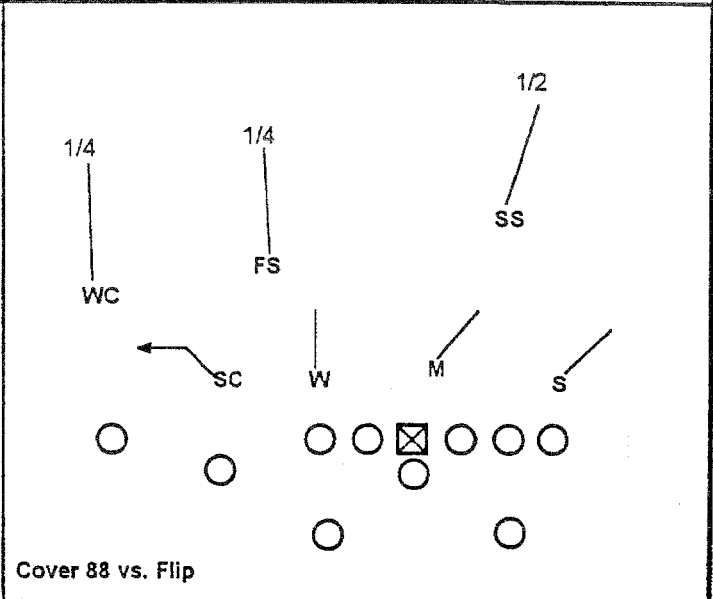
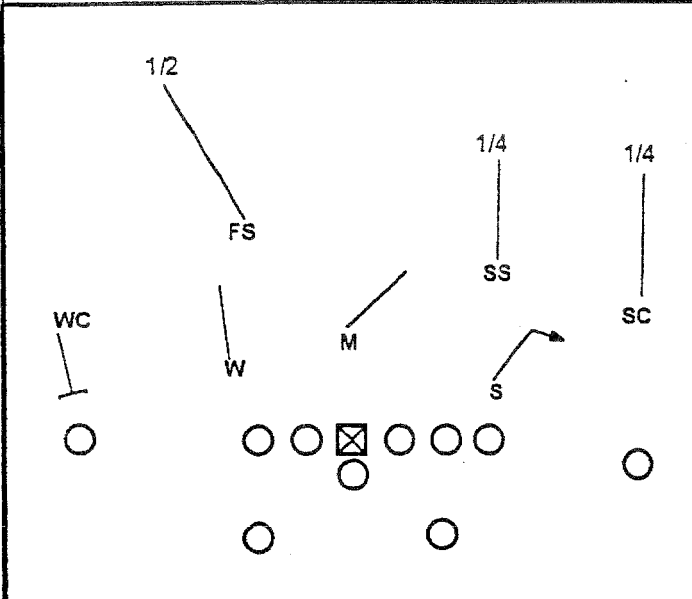
**WILL:** Man to man on #2 weak.

**Variations:** Possible press by Corners. Combo: Short & Long / Trap / In & Out.

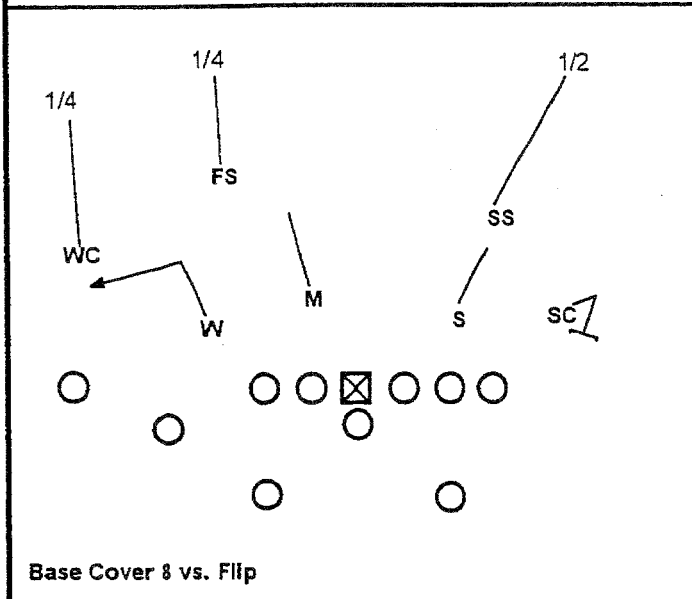
## COVER 8 (1/4, 1/4, 1/2)

### Description:

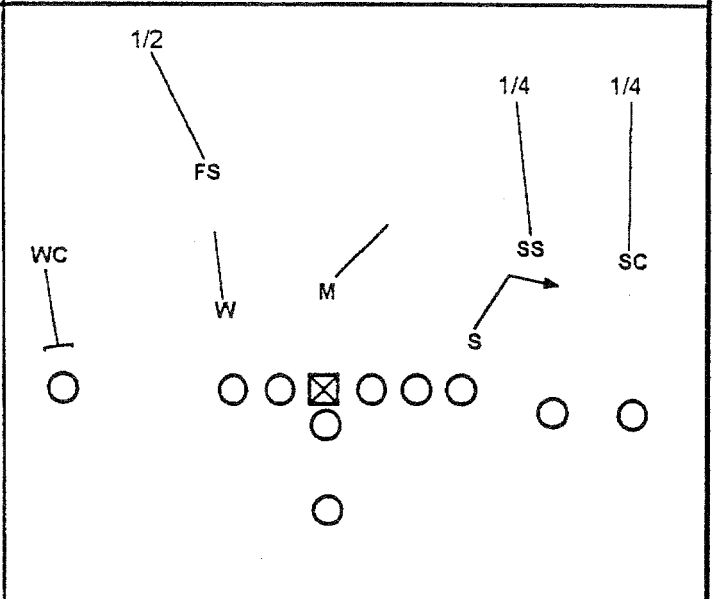
3 deep, 4 under, 4 man rush, cover 4 to the strongside, cover 2 to the weakside, LBers adjust.



Cover 88 vs. Flip



Base Cover 8 vs. Flip



SC: Outside 1/4, play upfield routes by #1 man to man - 7 yards off, outside shade of #1.  
vs. wide split - play inside shade.

SS: Inside 1/4 - #2 vertical, play M-M - #2 block or flat, help on #1 - 10 yards off, outside edge of box.

WC: Weak flat - hold off fade - no flat route, fall off with #1 - 7 yards off, outside shade of #1.

FS: Deep 1/2 - 12 yards off, outside edge of box.

SAM: First to flat - no flat zone up.

MIKE: Open to #3 - man up 1st receiver underneath, to #3 side.

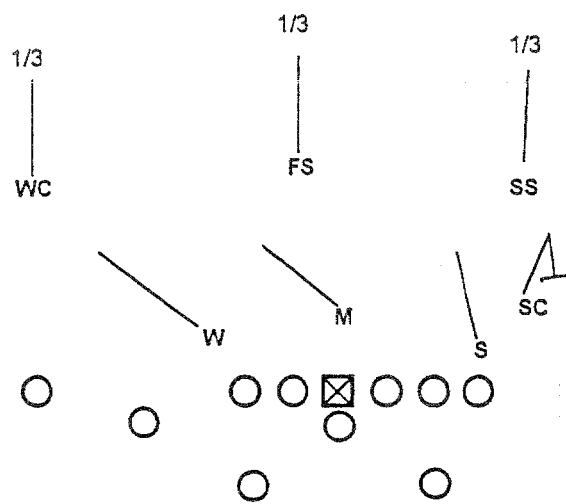
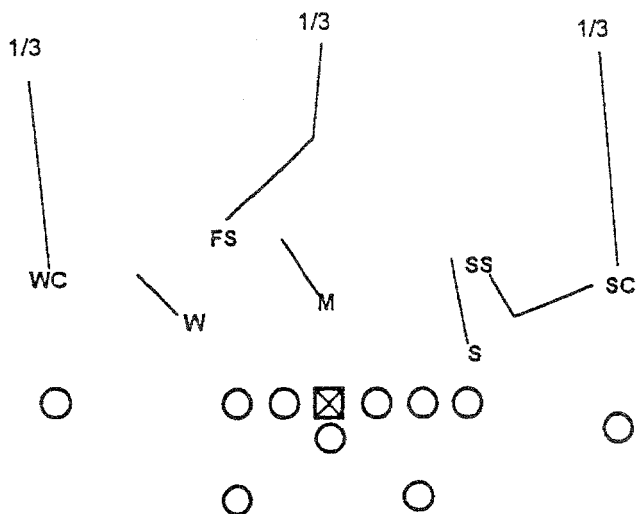
WILL: Weak hook.

Variations: Possible press/press bail by SC.  
Cover 88 - Corners stay on WRs.

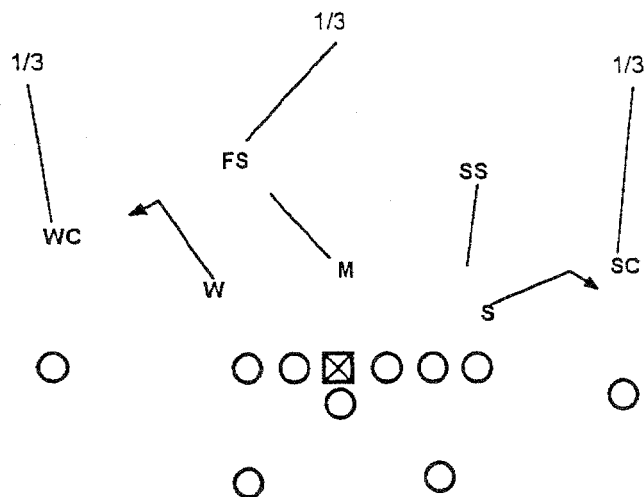
## COVER 3

**Description:**

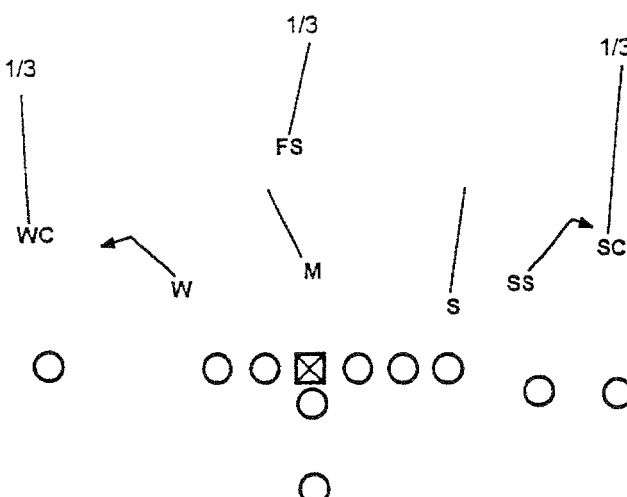
3 deep, 4 under zone, 4 man rush, rotation to TE side.



"Cloud" call



### 3 Backer



SC: Outside 1/3 - 7 yards off, outside shade of WR. (vs. wide split, play inside shade)

**SS:** Strong curl to flat - 10 yards off, outside shade of TE.

WC: Outside 1/3 - 7 yards off, outside shade of WR. (vs. wide split, play inside shade)

FS: Middle 1/3 - 12 yards deep between hashes.

SAM: Strong hook

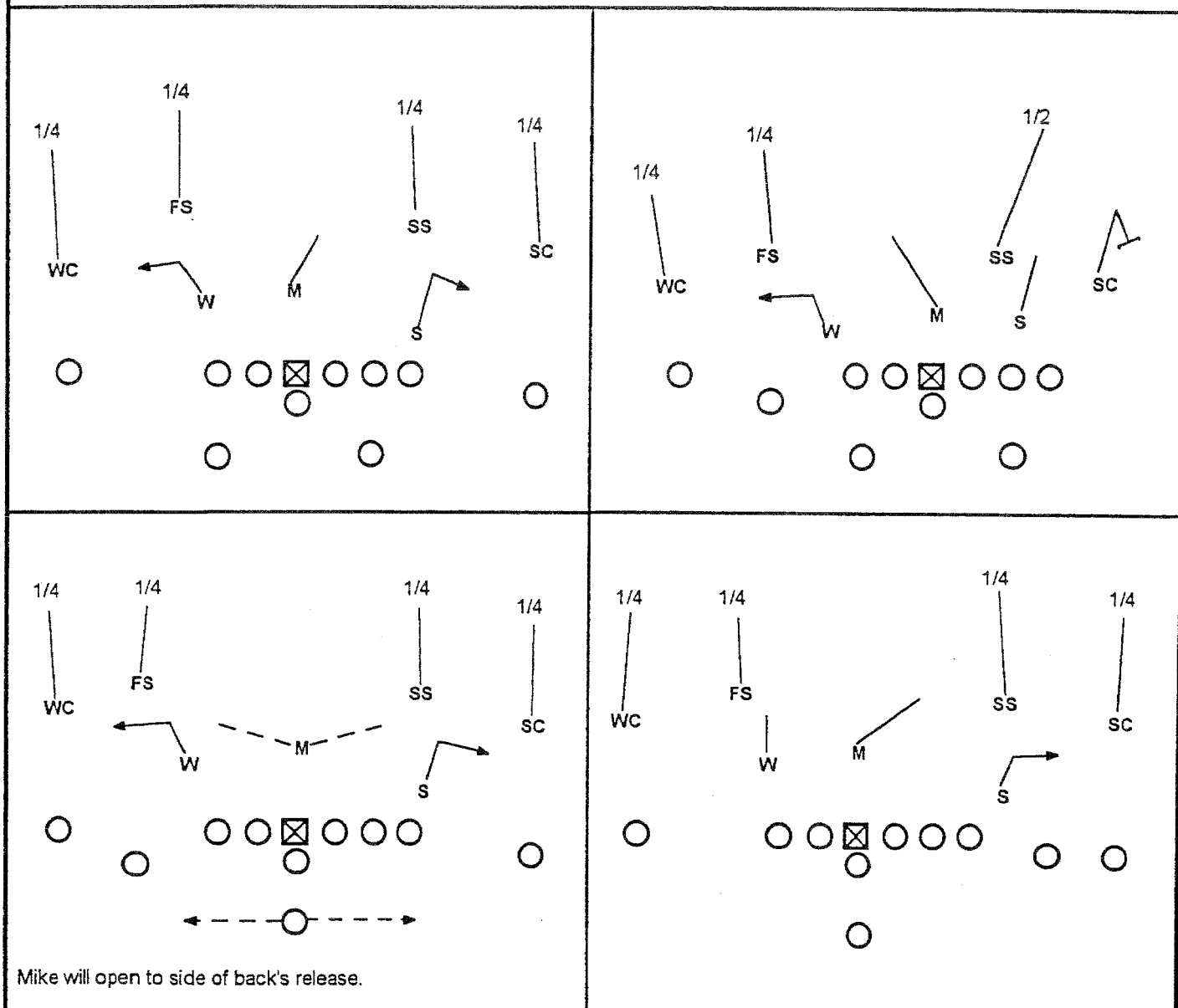
MIKE: Weak hook

**WILL:** Weak curl to flat

**Variations:** 3 Cloud - Corner support, SC & SS exchange responsibilities.  
3 Backer - LBer support, SS & Sam exchange responsibilities.

## COVER 4

**Description:** 4 deep, 3 under, 4 man rush, LBers match up with the 3 inside receivers



Mike will open to side of back's release.

**SC:** Outside 1/4 - play upfield routes by #1 man to man - 7 yards off, outside shade of #1.  
vs. wide split - play inside shade.

**SS:** Inside 1/4 - #2 vertical, play M-M - #2 block or flat, help on #1 - 10 yards off, outside edge of box.

**WC:** Outside 1/4 - play upfield routes by #1 M-M - 7 yards off, outside shade of #1.  
vs. wide split - play inside shade.

**FS:** Inside 1/4 - #2 vertical, play M-M - #2 block or flat, help on #1 - 10 yards off, outside edge of box.

**SAM:** First to flat - no flat zone up.

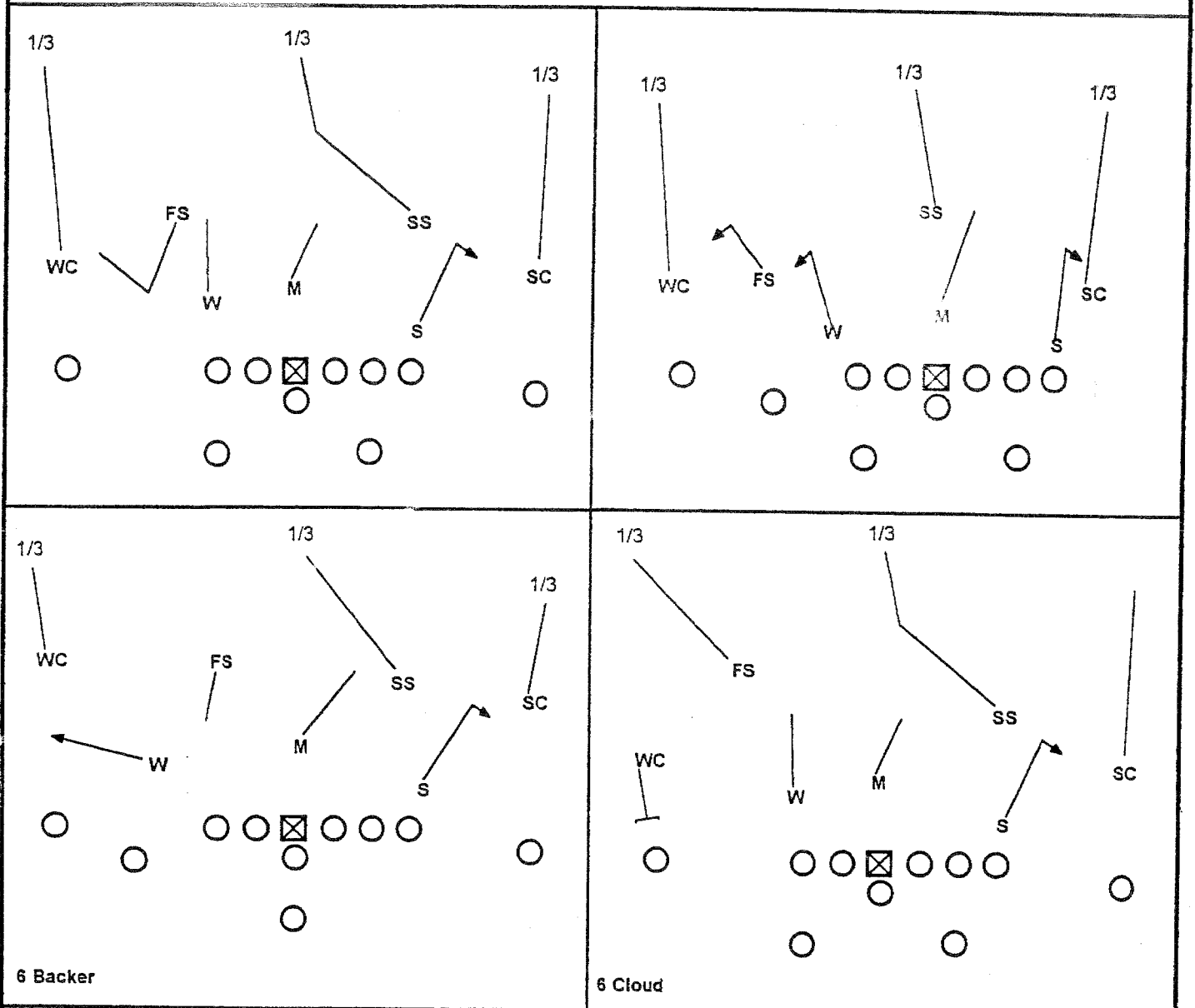
**MIKE:** Open to #3 - man up 1st receiver underneath, to #3 side.

**WILL:** First to flat - no flat zone up.

**Variations:** Possible press or press bail by Corners.

## COVER 6

**Description:** 3 deep, 4 under zone, 4 man rush, rotation to SE side.



**SC:** Outside 1/3 - 7 yards off, outside shade of WR. (vs. wide split, play inside shade)

**SS:** Middle 1/3 - 12 yards deep between hashes.

**WC:** Outside 1/3 - 7 yards off, outside shade of WR. (vs. wide split, play inside shade)

**FS:** Weak curl to flat

**SAM:** Strong curl to flat

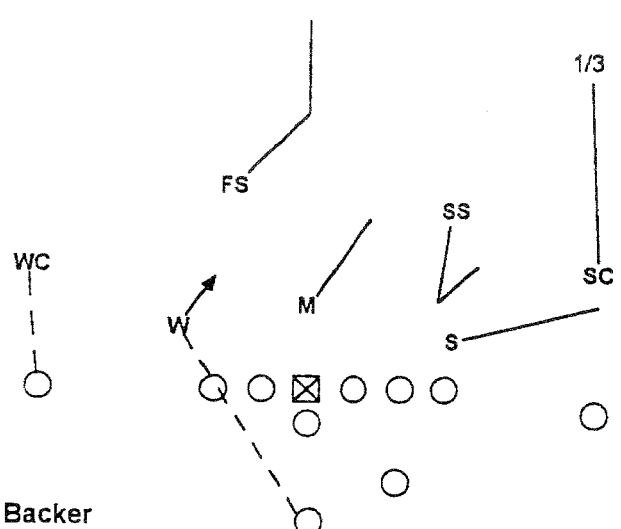
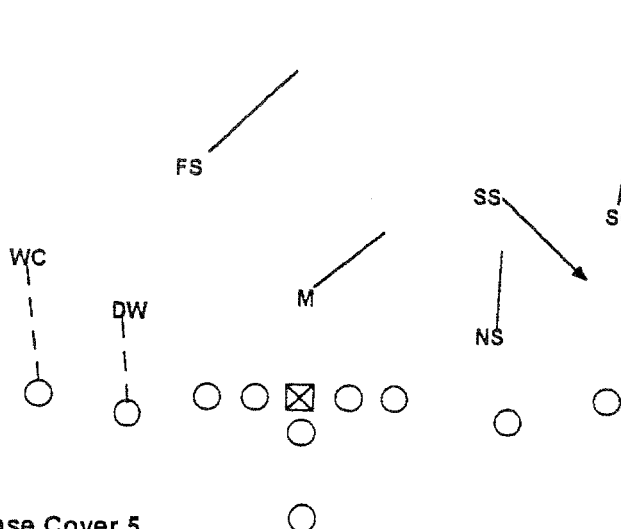
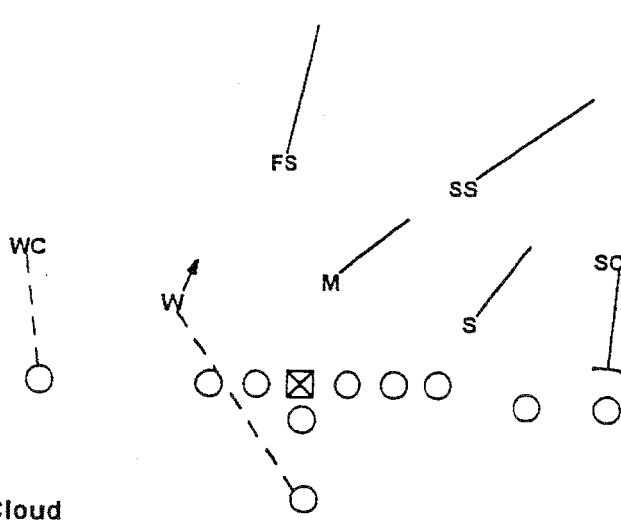
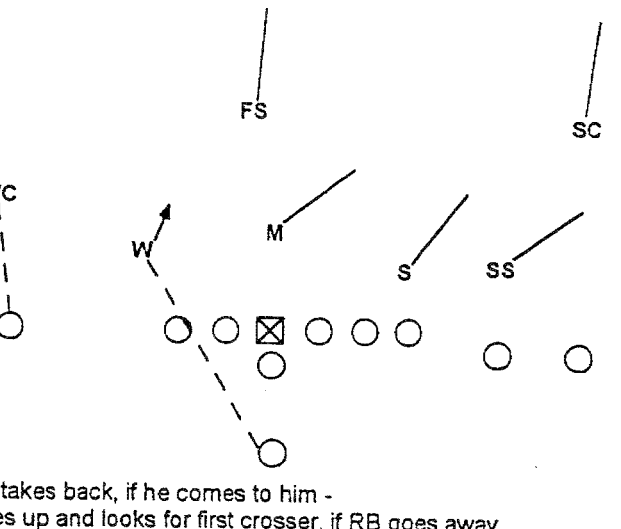
**MIKE:** Strong hook

**WILL:** Weak hook to curl

**Variations:** 6 Cloud - Corner support, WC & FS exchange responsibilities.  
6 Backer - LBer support, Will & FS exchange responsibilities.

# COVER 5

**Description:** Loaded zone strong, Man to man weakside, 4 man rush.

 <p><b>5 Backer</b></p>	 <p><b>Base Cover 5</b></p>
 <p><b>5 Cloud</b></p>	 <p>Will takes back, if he comes to him - Frees up and looks for first crosser, if RB goes away.</p>
<p><b>SC:</b> Outside 1/3 - 7 yards off, outside shade of WR. (vs. wide split, play inside shade).</p>	
<p><b>SS:</b> Curl.</p>	
<p><b>WC:</b> Man to man on #1 weak - 7 yards off, inside shade of #1.</p>	
<p><b>FS:</b> Zone deep middle - 12 yards deep, between hashes.</p>	
<p><b>SAM:</b> Flat.</p>	
<p><b>MIKE:</b> Strong hook.</p>	
<p><b>WILL:</b> Man to man on #2 weak.</p>	
<p><b>Variations:</b></p>	



## BASE ZONE DOGS

**1. Description** - Zone dogs generally consist of 5 rushers, 3 Short Zone Defenders and 3 Deep Zone Defenders. The 3 Short Zone Defenders are responsible for the Curl/Flat Zones to either side and the Hook/Middle Zone.

### **2. Designation of Zone Dogs**

A. We will use **92, 93, 94, 96, 97** and **98** to designate Zone Dog Coverages. The **'9'** indicates a Zone Dog and the **Second Digit** tells Secondary Coverage.

**'2'** - Corners & Safeties play cover 2.

**'3'** - Safety rotated to the Tight End side.

**'4'** - Corners & Safeties play cover 4.

**'6'** - Safety rotated to the Split End side.

**'7'** - One Safety playing the inside Hook/Middle Zone and the other playing the Deep Middle Zone.

**'8'** - Corners & Safeties play cover 8.

B. We will also "Tag" the Coverage numbers to indicate which Linebackers and Defensive Backs are rushing.

*Examples of "Tag" words:*

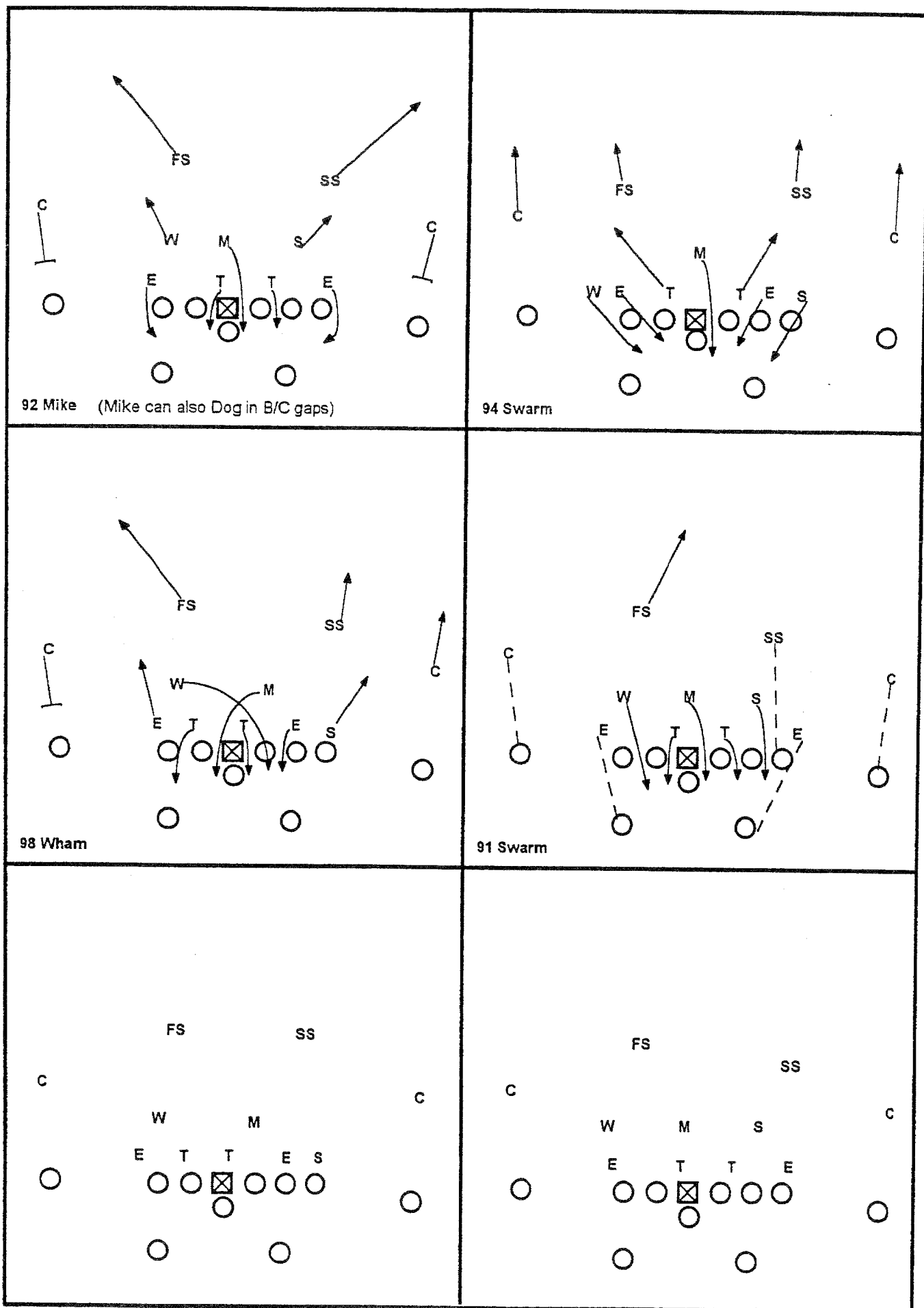
**Smoke** = Sam and Mike dogging with Sam coming inside.

**Smack** = Sam and Mike dogging with Sam coming outside.

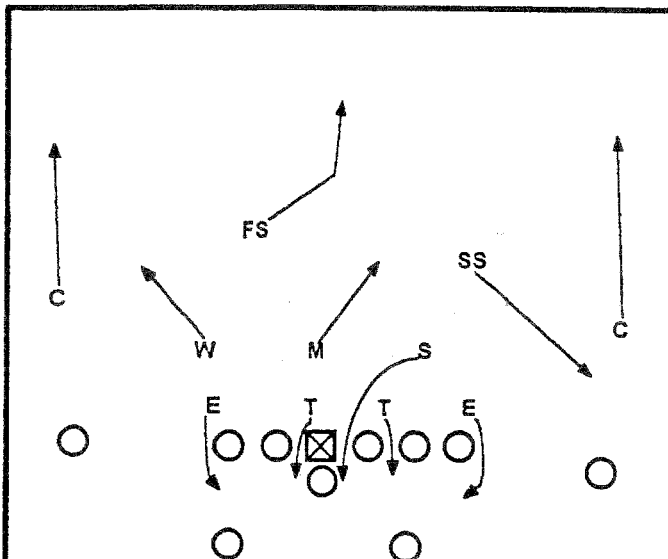
**Wham** = Will and Mike dogging.

**Swarm** = Sam, Will and Mike dogging.

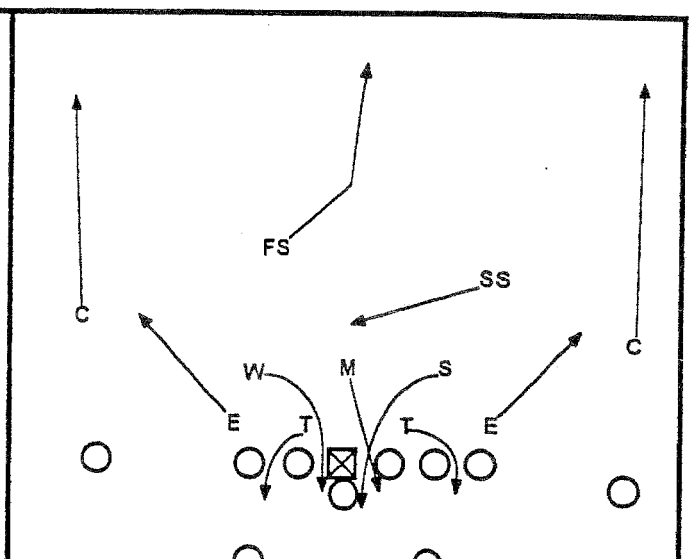
# EXAMPLES OF BASE ZONE DOGS



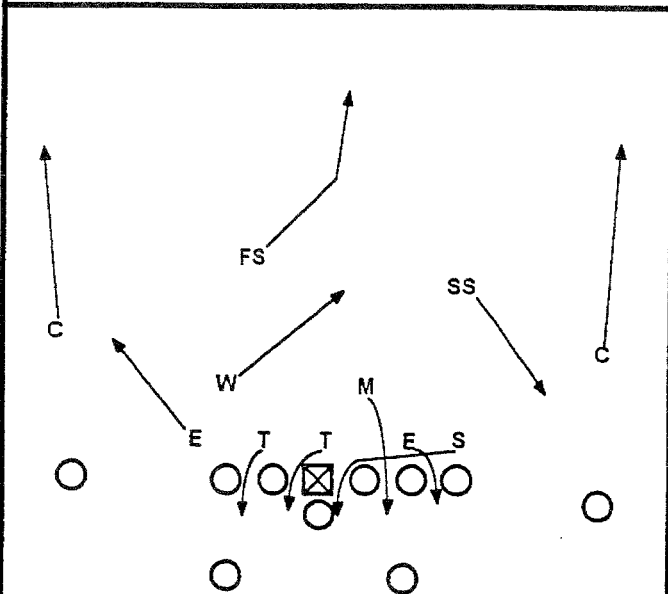
# EXAMPLES OF BASE ZONE DOGS



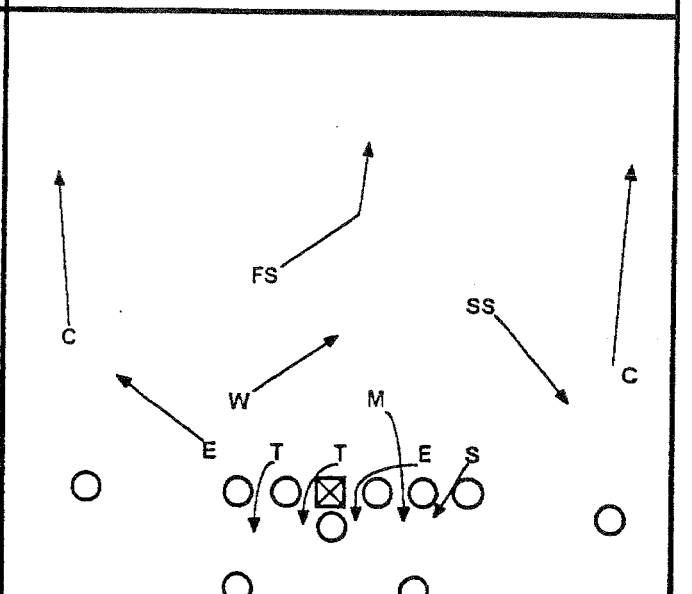
93 Sam (Sam can also Dog in B/C gaps)



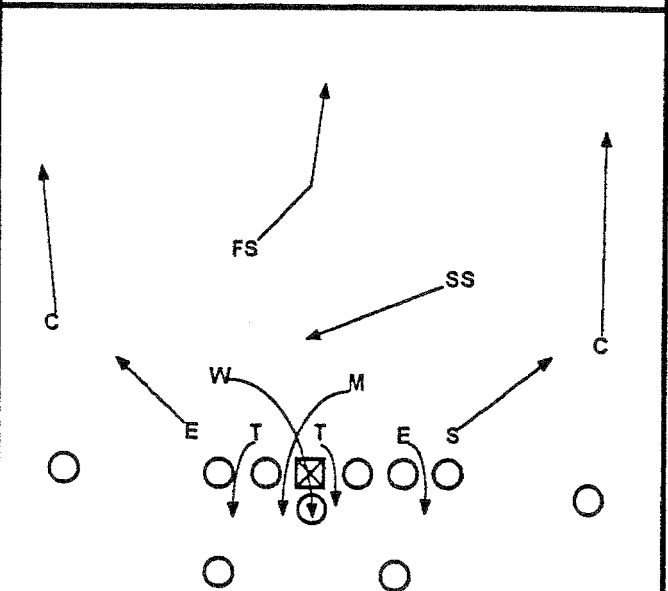
97 Swarm



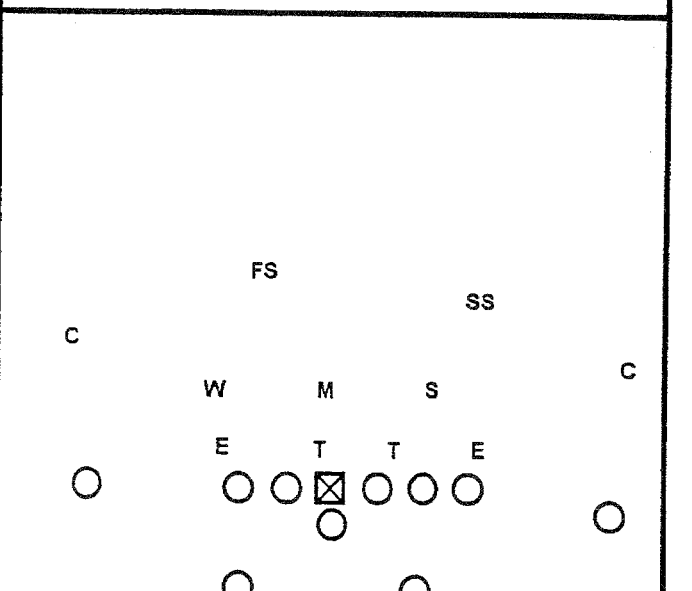
93 Smoke



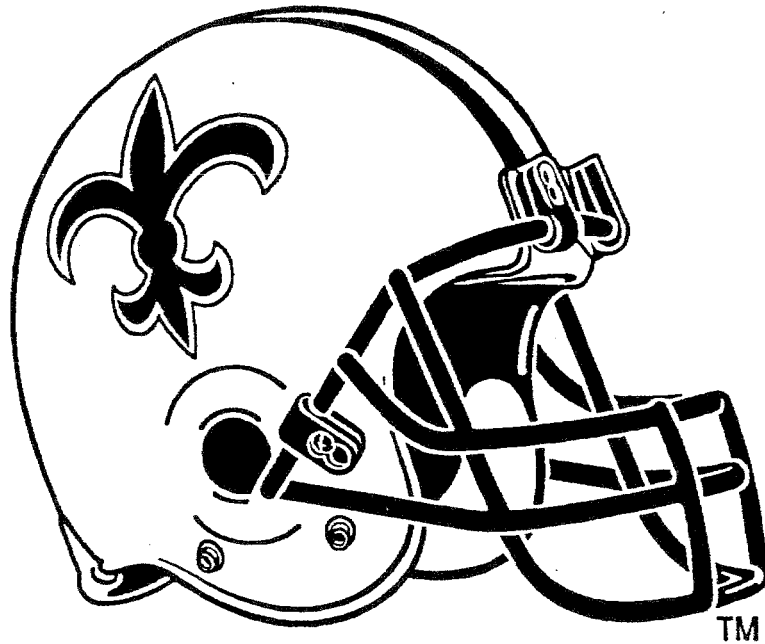
93 Smack



97 Wham



# SAINTS



## OFFENSIVE LINE FUNDAMENTALS

## I. BASIC FUNDAMENTALS

### A. Principles Of Offensive Blocking.

1. First, we must assume that blocking is the most unnatural phase of football.
2. Second, we know that blocking can be developed to a much greater degree than any other phase.
3. Third, we must have these mental traits that are much stronger than anything else we might possess:
  - a) Desire to learn blocking
  - b) Willingness to work hard
  - c) Determination to strive for perfection
4. The basic strength of any offensive team has to be its blocking ability - both in runs and pass protection.
5. Fundamentals and techniques will be #1 priority. Each player must take on the individual responsibility to spend the necessary time to develop his skills in order to perform up to his required performance level. Just thinking you're good isn't enough. "A champion never stops proving it."
6. Concentration, self-discipline, willingness to pay the price of personal pride geared to perfection, must be a part of you as the air you breathe. Repetition must not be looked upon as monotonous, but as a way of life for an Offensive Blocker.
7. If your individual talent included intelligence and resourcefulness applied through execution of techniques, coordinated in team offense, then success cannot be denied.

### B. Valuable Hints For Execution Of Blocking.

1. Know your offense.
  - a) Have a good knowledge of every play in our attack and how it fits into the offensive scheme.
  - b) Knowing blocking assignments and adjustments at P.O.A.
  - c) Know influence action that will affect the reaction of the defense such as faking of backs or linemen pulling.
  - d) Timing of plays, whether delayed or quick hitting.
  - e) Have a complete picture of the passing game.
    - 1) Know the different types of protection and every man's responsibility in each protection.

- 2) Know the timing of all passes and depth and position of the QB's set. This will enable you to apply the proper technique such as aggressive, cut, or use maximum protection.
- 3) Know direction ball is thrown in order to "cover" after throw to prevent the interception return.
- f) Pay particular attention to game plans when particular plays are set up to take advantage of an individual, a defense or a situation.
- g) Most of all, know your job thoroughly. Know WHAT, HOW and WHY you are to do the job. It also would be wise to know how much flexibility you have in straying from the prescribed methods.

#### C. Know Basic Defenses Used in NFL.

1. It is very important that you know the basic defenses used by every team on our schedule and the responsibilities of each position in that defense. You must know your opponent's team tendencies as well as his individual tendencies.
  - a) Is this team a containing or pressure team?
  - b) Do they give you a constantly changing picture?
  - c) What are their tendencies as for field position in relation to sidelines or goal lines?
  - d) What are their down, distance, and blitz tendencies?
  - e) Do they play formations by using certain defenses or make adjustments from any defensive set?

#### D. Know Your Opponent.

1. Anticipating what your opponent is going to do and the application of the proper technique is certainly the most important essential to the success of a properly executed block. Analyze each player and know his tendencies well. Make yourself a checklist regarding each man in preparing to block this player:
  - a) Does he play on or off L.O.S.?
  - b) Is he a reader, reacting to your moves - or a charger, using pressure tactics?
  - c) Is he a change of pace player, mixing up his plays?
  - d) Does he have pre-determined moves set by a particular defensive set?
  - e) What effect will the down and distance, field position (in relation to sideline or near the goal line) and various formations have upon his play? How does he react to influences by other linemen and backs?
  - f) What are his tendencies on pass rush? Does he set you an outside or inside pattern? His escape moves on pass rush? Is he susceptible to cut blocks, does he get his hands up to block passes, etc.?

## II. OFFENSIVE LINE PLAY IN GENERAL

### A. Alignment and Movement on Count

1. It is the duty of each man to check automatically his alignment on the ball every time. NEVER take alignment from the man next to you.
2. When you are set, you should be in a "Ready" position where it is possible for you to perform your assigned job without any preliminary movement.
3. Don't anticipate the "Hut", but move when you hear it. You and your hand must move on the starting signal.

#### B. Splitting

1. We split in order to spread the defense. If the defense does not spread, blocking angles will result.
2. Sound judgment must be exercised in the use of splits. Basically, if the defense will allow us to spread them, we should run inside. If the QB does not check off, when running wide, keep splits to a minimum.
3. As a general rule against linemen who are up on the ball and "blowing" never split more than shoulder contact from the man you have to block. Against linemen who play off the line of scrimmage, you may split further than shoulder contact. A good rule to follow is: Split from the defensive man proportionately the distance he is playing from the ball. However, never split so that the split will hurt you in performing your job on that particular play.

#### 4. Basic Splits:

Guards: 1 - 2 feet from center.

Tackles: 1/2 - 1 yard from your guard.

Tight End: 1 - 3 feet from your tackle. (These splits may vary according to blocking assignments.)

### III. INDIVIDUAL FUNDAMENTALS

#### A. Running

1. Speed on the offensive line is very important. Good play timing requires that pulling men should get ahead of faking backs, ball carriers and wide plays. Speed referred to is that fast burst for short distances. This means quickness.
2. Style: Speedy but controlled type of run that gives the body good balance. This speedy, controlled and balanced run is necessary in making good adjustments to the defensive man.
3. Feet: Wide spread, short, driving steps rather than a sprinter's stride. You bring your body under control and in balance by widening the feet and shortening the stride.

4. Body: Keep as low as possible and still have speed. A low run also helps in giving control and balance.
5. Head: Head up and find the man you are to block.

#### B. Stance

Three-point balance stance is necessary. Linemen must meet many different types of assignments -- straight ahead, pull short and long, go wide both ways, and protect for the passer.

1. Feet: Comfortable spread, approximately the width of the shoulders, toes straight up the field, as parallel as possible and no worse than heel to toe, with weight on balls of feet and down hand.
2. Legs: Cocked and ready to move in any direction.
3. Buttocks and shoulders parallel to ground, with back slightly arched -- Don't have a "Round Back".
4. Arms: Free arm resting on the thigh parallel to the ground. Down arm no farther out than the head and no wider than the knee.
5. Fingers on the ground to aid in the push-off.
6. Head slightly raised -- enough to see down field.
7. The above points may be altered slightly to fit individual physical differences, but basic points will all be the same.
8. Poise: Don't be a leaner. It is important to have same stance at all times. Defensive men key on your bad habits.

#### IV. TYPES OF BLOCKS

##### A. Shoulder Block - (To block defensive man in a given direction.)

1. Shoot out with a "lunge-step" charge. Get close and deliver a low blow with same foot, same shoulder. (The same foot may come late, but keep working it well up under you.)
2. Bring feet under you, well spread, and keep on balance so that you are able to adjust to any defensive maneuver.
3. Charge with short driving steps. (A long first step will cause most bad contacts and your ending up on your knees.)
4. Keep head up, back straight, and use side of neck and extended arm to help maintain contact and lift. Put man in "Vise" and keep feet digging.



5. Follow-through -- Drive man in desired directions and work your body into position between defensive man and ball carrier.

B. Head and Shoulder Block - (Butt Block, Used on aggressive Pass Play)

1. Step with back foot and drive the forehead into belt buckle.
2. Keep head up -- look at target and block with trademark on helmet.
3. Make dip at contact with the buttocks and not with the head.
4. Keep feet under you, body under control, and dig with short driving steps through the man.
5. Feet apart and if defensive man slides off, block with shoulder and extended arm the way he slides.

C. Reverse Shoulder and Body Block (Angle Block)

1. Used to block a man in seam away from play or when filling for pulling lineman.
2. Drive off near foot and drive head across in front of defender.
3. Stop penetration and drive man down line of scrimmage.
4. Continue to drive as long as the defensive man tries to penetrate. If man reacts laterally in direction of play, whip your hips and legs around him in a reversing manner.
5. The blocker's body would be between the defender and the point of attack.
6. Keep contact with opponent and get the job done at all costs.

D. Hook Blocking

1. Drive off near foot.
2. Shoot head, shoulder and arms across defensive man, getting his outside leg between arm pit and hip, working knee behind defender.
3. Keep moving on all fours keeping yourself between defender and ball.

E. Double Team Blocking, (Pinch Block - 2 on 1)

1. The post blocker will drive head into crotch and stop defender's charge.
2. Bring forearm up on side of lead blocker and get shoulder neck squeeze.
3. Charge - don't sit and wait.

4. Pressure blocker or lead blocker applies power by stepping with inside foot and driving shoulder into defender's belt buckle. The lead blocker is responsible for preventing the roll out.
5. Do not let defender split you or roll out. This is two on one -- keep control of him and drive.
6. Keep head up and bull neck at all times.

#### F. Buddy Blocking (2 on 2)

1. Post man will drive head up into man - stop defender and ready to block to the inside.
2. Lead blocker is responsible to put defender on inside shoulder of lead blocker. If he disappears come off to stop 2nd man.
3. Lead blocker doesn't come off till post man has control of man to inside.
4. Do not let defender split you.
5. Fast Buddy block when hole is further from you. Stronger Buddy block when hole is closer.

#### G. Downfield Blocking

1. Block at the Point of Attack.
2. Do not pass up one defender to get at another.
3. Use a running head and shoulder block.
4. Pick out your target and sprint to him. To -- through -- and beyond. To -- sprint your target. Through -- run through him with a straight head and shoulder block. Beyond -- keep your feet and block beyond your target. Do not stop after block. Keep running and BLOCK, BLOCK, BLOCK.
5. Approach target with body under complete control.
6. Take dip with the buttocks and not the head at time of contact.
7. Keep forearms extended for a better blocking surface.
8. Do not get held up on the line of scrimmage if you are assigned to block at the point of attack.
9. Take the shortest route to the point of attack. Don't run curves. Run straight lines to the target.
10. Don't be afraid to use a long body block.

11. Do not look for ball carrier. Just BLOCK!!!!

#### H. Pulling and Trapping Technique

1. Do not point. Stance the same at all times.
2. Transfer all your weight to the opposite foot in direction of your pull, push hard off the ground with down hand and drive off of back foot. At the same time pick up foot in direction you are pulling and take short step in same direction. Plant foot directly in line with your running route. Do not raise body and head, help change body direction by leaning and pulling arm back on side of pull. Now you are facing your target, sprint to him and BLOCK.
3. Work from inside out. Path should be into line of scrimmage.
4. Look for your target on the first step. Sprint to him and BLOCK.
5. Above all, work fast, hit hard, keep your feet, and keep driving. IF YOU DON'T WANT TO BLOCK -- YOU CAN'T. BLOCKING IS 75% DESIRE.

#### I. Center-Quarterback Exc

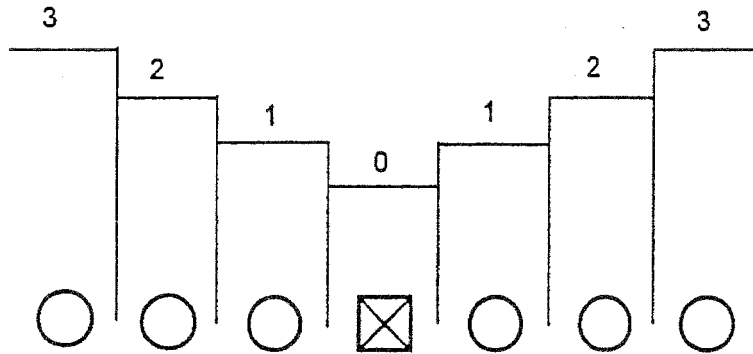
# RULE BLOCKING

BLOCK #0 - INSIDE SHOE TO SHOE OF GUARDS ON OR OFF L.O.S.

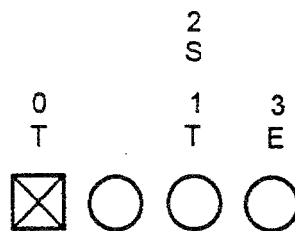
BLOCK #1 - INSIDE SHOE TO SHOE FROM GUARD TO TACKLE ON OR OFF L.O.S.

BLOCK #2 - INSIDE SHOE TO SHOE FROM TACKLE TO END ON OR OFF L.O.S.

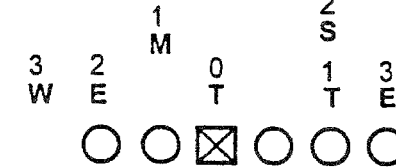
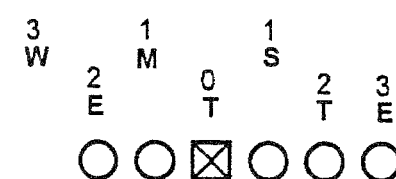
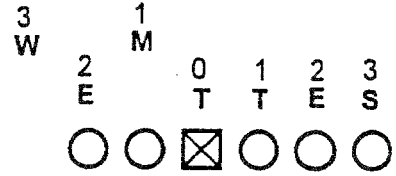
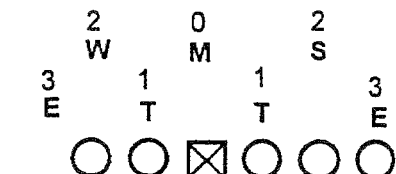
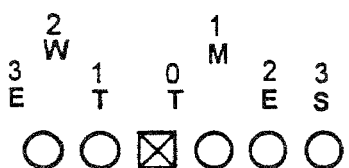
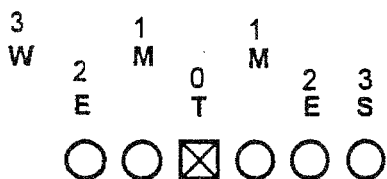
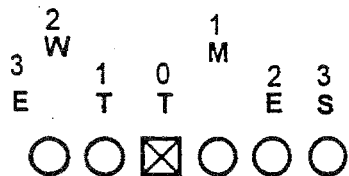
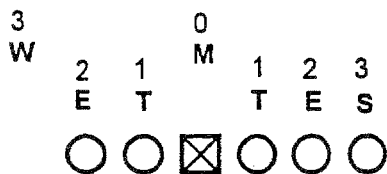
BLOCK #3 - INSIDE SHOE TO SHOE OF TITE END OUT ON OR OFF L.O.S.



EXAMPLE:




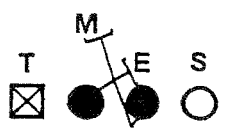
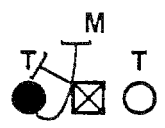
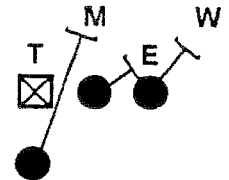
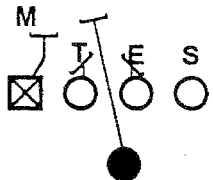




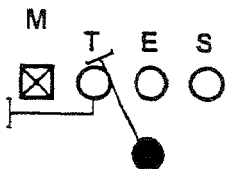

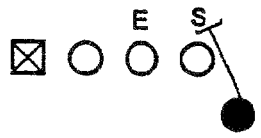

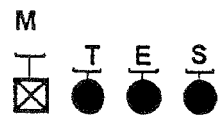


NOTE: IF NO DEFENDER IS IN ONE POSITION AND TWO ARE STACKED IN 2 AREA, THE CLOSER IS #1 AND THE DEEPER IS #2.



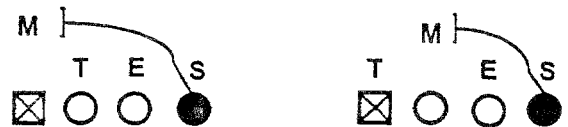
## BLOCKING ASSIGNMENTS

NAME BLOCKING - - This is where the QB will designate "Key" blocks for one or more lineman or a Back at POA. The "Key" blocks are called as follows:

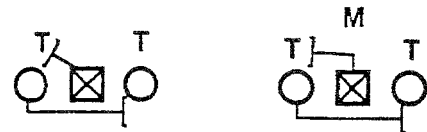
<p><b>EASY:</b> Tight End releasing outside &amp; blocking safety.</p> 	<p><b>T TRAP:</b> Tackle pulling to trap.</p> 
<p><b>G:</b> Onside Guard pulls onside.</p> 	<p><b>TEX:</b> Cross block between Guard and Tackle. Guard goes first.</p> 
<p><b>FOLD:</b> Cross block between Center &amp; Guard pulling behind Center.</p> 	<p><b>TURN:</b> Onside line block out. Back at LBer.</p> 
<p><b>LEAD:</b> Block by a back or 'O' Guard preceding ball carrier at POA.</p> 	<p><b>TRAP:</b> Offside guard Trapping at POA.</p> 
<p><b>O:</b> Offside Guard pulls toward POA.</p> 	<p><b>TWIST:</b> Cross block between End &amp; Tackle. End goes first.</p> 
<p><b>SWITCH:</b> Cross block between End &amp; Tackle. Tackle pulling behind and hooking LBer.</p> 	<p><b>WHAM:</b> Blocking on defensive lineman or LBer at POA.</p> 
<p><b>SCISSORS:</b> Cross block between Tackle &amp; Guard. Tackle goes first.</p> 	<p><b>WING:</b> Outside blocker blocking down on LBer or S/S.</p> 
<p><b>T PULL:</b> T pulling onside to lead play.</p> 	<p><b>ZONE:</b> Straight on zone blocking.</p> 

# INDIVIDUAL BLOCKS

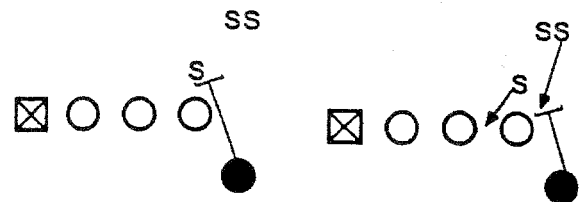
**BLAST...** BLOCKER PASSING OVER MAN BEING TRAPPED AND BLOCKING LBer OUT OF HOLE OR WALLING OFF INSIDE HOLE.



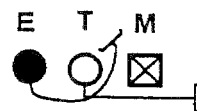
**CHOKE (CHECK-CHOKE)...** CENTER BLOCKING BACK TO OFFSIDE WHEN O-GUARD PULLS.



**CRACK...** OUTSIDE RECEIVER OR BACK BLOCKING DOWN ON LBer OR S/S.



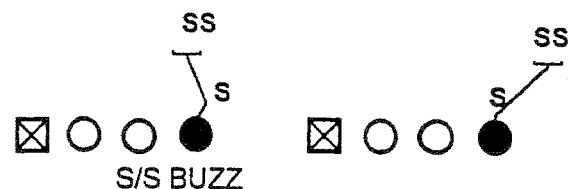
**CUTOFF...** PULLING TO GET POSITION AND SEALING OFF DEFENSIVE MAN BETWEEN YOU AND BALL CARRIER.



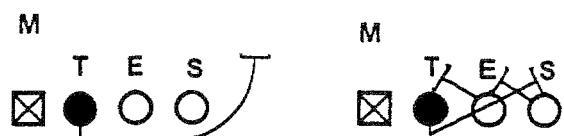
**DOWN...** ANGLE BLOCK TECHNIQUE. BLOCK FIRST MAN ON OR OFF LOS AWAY FROM POINT OF ATTACK. ALSO ALERT CALL BY LINEMAN INVOLVED IN BUDDY BLOCK TO 1ST MAN INSIDE.



**EASY...** END RELEASE OUTSIDE OR INSIDE AND BLOCK SECONDARY PERSON. S/S IN BUZZ POSITION RELEASE INSIDE.

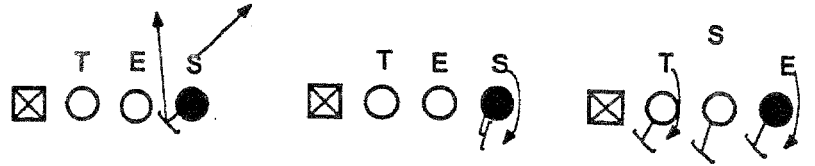


**G...** ONSIDE GUARD PULLS AND HAS BLOCK AT POA.



# INDIVIDUAL BLOCKS (Con't)

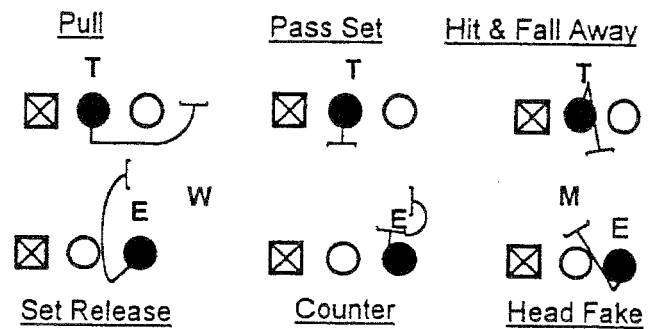
**HANG...** END SETTING FOR PASS PROTECTION AGAINST A LBER AND RELEASING ON PATTERN IF HE DOESN'T RUSH.



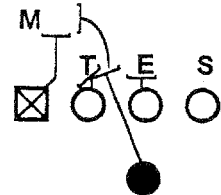
**HOOK...** BLOCK USED BY ONSIDE TACKLE OR END TO CONTROL DEFENSIVE END OR LBER FROM PURSUIT OF PLAY.



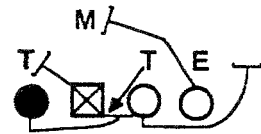
**INFLUENCE...** MANEUVER TO INDUCE A WRONG DIRECTION BY A DEFENDER. THERE ARE VARIOUS MANEUVERS: PULL; PASS SET; HIT & FALL AWAY; SET RELEASE; COUNTER; HEAD FAKE.



**LEAD...** BLOCK BY ONSIDE BACK AT THE POA.



**LOG...** WHEN OFFENSIVE LINEMAN PULLS TO TRAP, BUT FINDS DEFENSIVE MAN CLOSING THE HOLE AND HE MUST ADJUST BY HOOKING HIM INSTEAD.



**O...** A CALL TO INDICATE "OFF" GUARD IS PULLING AND CENTER & "OFF" TACKLE MUST TEAM BLOCK THE OUTSIDE.

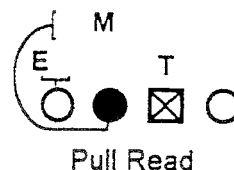


**PEEL...** OFFSIDE LINEMAN THROUGH TO OPPOSITE SIDE TURNING INSIDE TO CUT OFF PURSUIT.

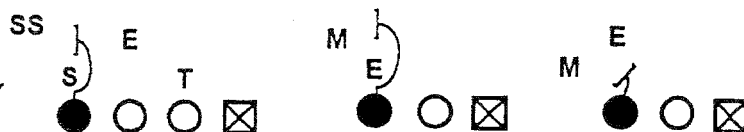


# INDIVIDUAL BLOCKS (Con't)

**PULL READ...** OPTION MANEUVER BY AN UNCOVERED LINEMAN TO BLOCK HIS ASSIGNMENT.



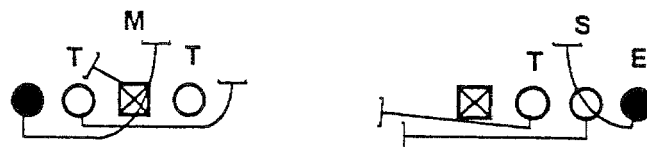
**RELEASE...** OFFSIDE TACKLE BLOCKING THE INSIDE RESPONSIBILITY OF THE END OR LBer. TIGHT END BLOCKING INSIDE RESPONSIBILITY 3 TO 4.



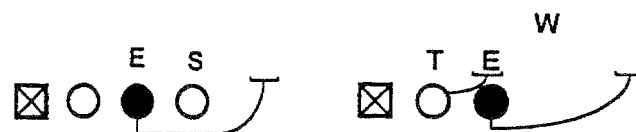
**REVERSE PULL...** GUARD PULLING TO LEAD BALL CARRIER OR PULLING TO PROTECT QB.



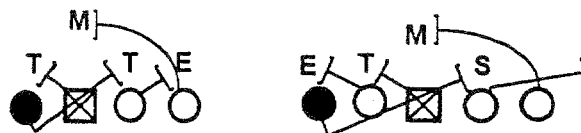
**SEAL...** OFFSIDE TACKLE OR TIGHT END PULLS TO PROTECT A LBer RUN THRU.



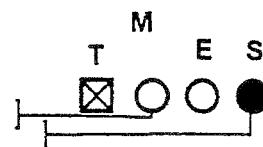
**T PULL...** TACKLE PULLING TO LEAD BALL CARRIER, OR AS AN INFLUENCE.



**TRAP...** WHEN OFFENSIVE LINEMAN PULLS AND GAINS INSIDE OUT POSITION TO BLOCK AT POA.



**YO...** A CALL TO INDICATE THAT THE 'Y' WILL PULL INSTEAD OF THE TACKLE.



**ZONE...** A BLOCK WHERE AN OFFENSIVE MAN IS RESPONSIBLE FOR A DEFENDER ALL THE WAY.





## COMBINATION BLOCKS

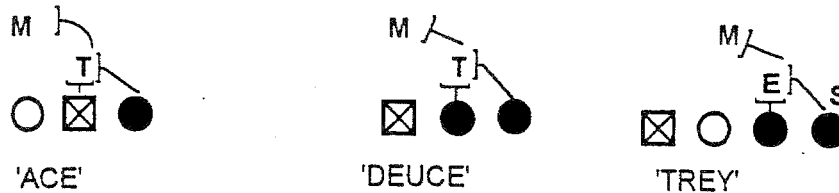
**AREA BLOCK** - When one or more blockers have the responsibility to block various stunts and reactions.



**BROWN BLOCK** - Maneuver by two linemen in order to cutoff pursuit of offside LBer.



**BUDDY BLOCK** - Double team adjustment where one of the two blockers comes off and blocks a LBer pursuing from the inside.

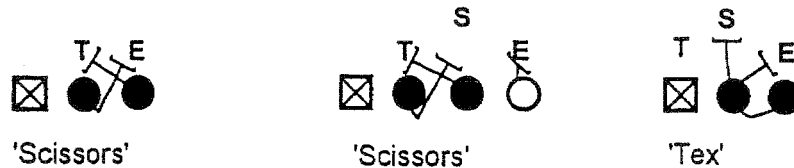


**CROSS BLOCK** - Cross block between two linemen.

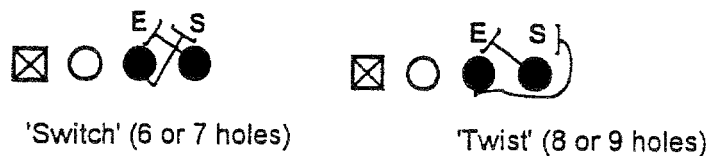
**CENTER & GUARD:** "Fold" - Center first - Guard on LBer.  
"Cob" - Guard first - Center on LBer.



**GUARD & TACKLE:** "Scissors" - Block 1 & 2 with Tackle first.  
"Tex" - Guard first - Tackle on LBer.



**TACKLE & END:** "Switch" - Block 2 & 3 - End first, Tackle block 3 out.  
"Twist" - Block 2 & 3 - End first, Tackle block 3 in.

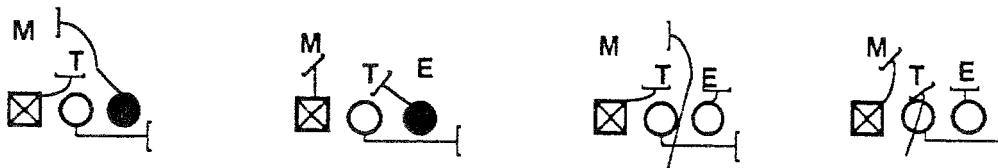


## COMBINATION BLOCKS (Con't)

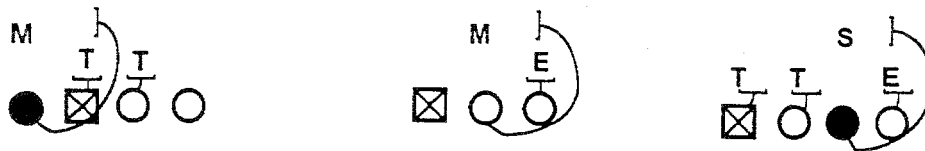
**DRAW BLOCK -** Used by setting momentarily and letting defensive man declare himself and apply an aggressive block to control line.



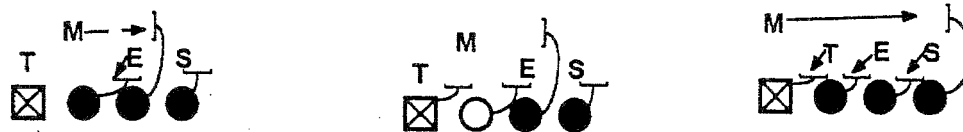
**EVEN - ODD -** Call between Center and the onside Tackle or back when blocking Mike and the onside DT.



**OPTION BLOCK -** Blocker goes through or around for LBer.



**REACH BLOCK -** When one or more blockers are reaching for outside position to block various stunts and reactions.

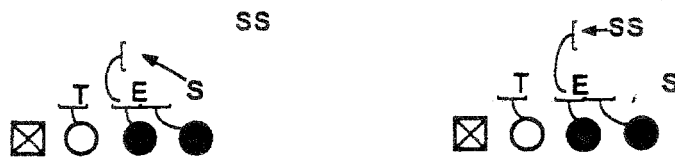


**READ BLOCK -** A maneuver by an uncovered Lineman stepping toward down lineman, possible strong Buddy Block.



## COMBINATION BLOCKS (Con't)

**SCOOP BLOCK** - Combination block by offside Tackle and End to cut off the offside pursuit.



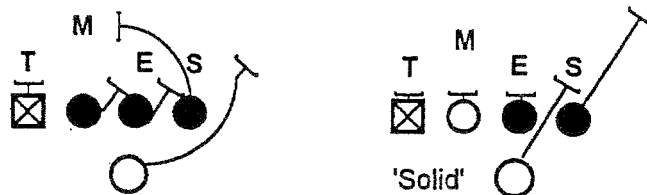
**SIFT BLOCK** - Block involving Lineman and Back responsible for cutting off pursuit of Defensive End or Linebacker.



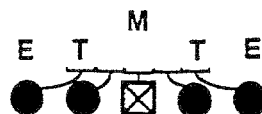
**SLIP BLOCK** - Maneuver between two Lineman to block a Defensive Lineman and LBer toward POA - use stronger slip techniques as the POA gets closer. (Option is called by the Center when he can't Slip)



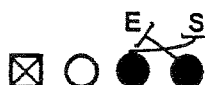
**SOLID BLOCK** - Alert called by Guard to alert 'Y' and Back to change their blocking back to 43 assignments.



**WEDGE BLOCK** - Forming an open by blocker at POA and remaining blockers driving inside and upfield, and butting anyone in their path.

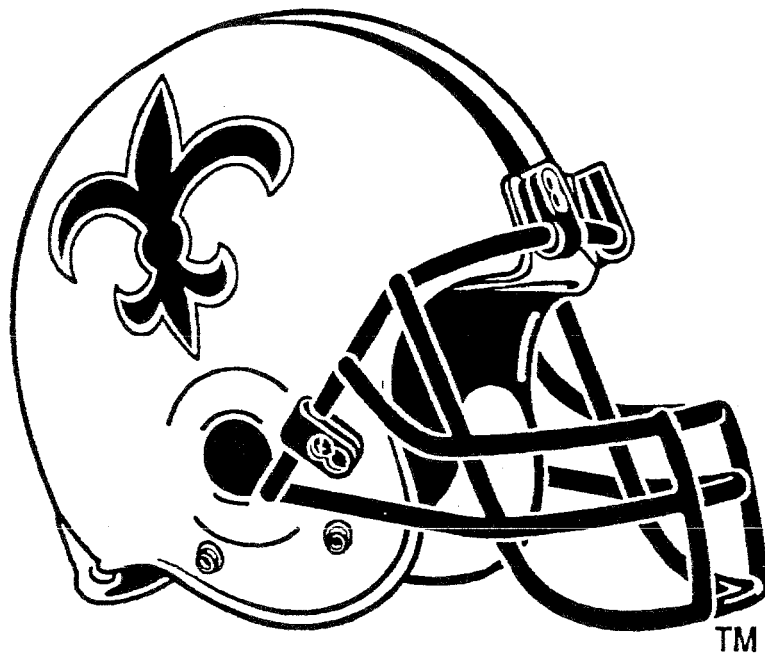


**WIPE OFF** - Combination 2 on 2 blocking situation. Outside man using an Angle block, wiping defensive man off the inside blocker. Inside blocker use a quick butt and fold around the Angle blocker for the LBer.



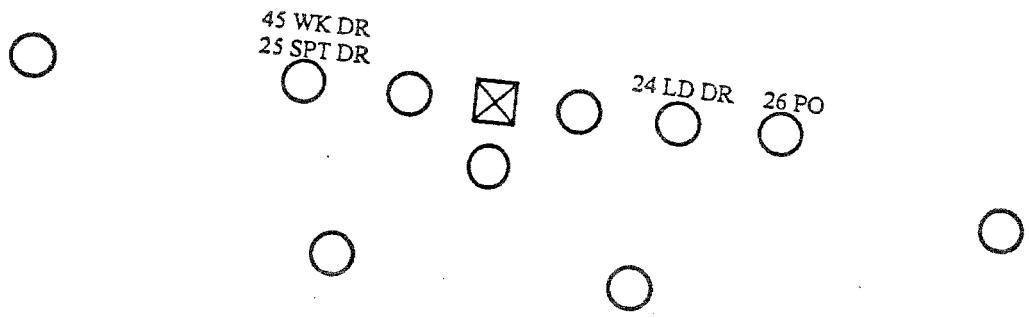


# SAINTS

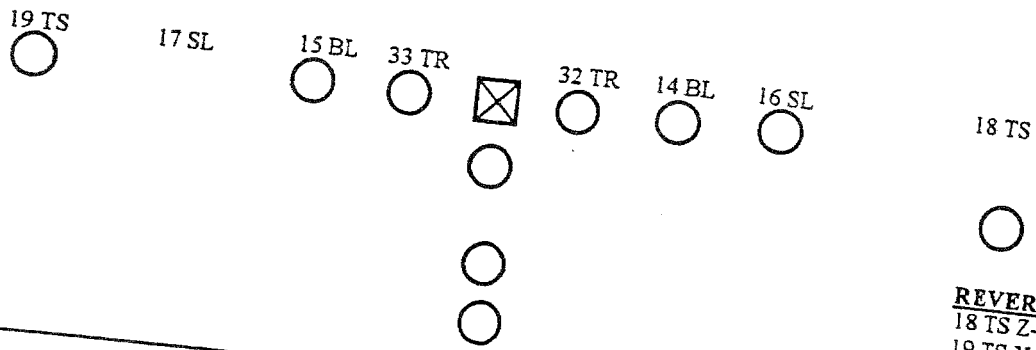


## RUNNING GAME

SPLIT

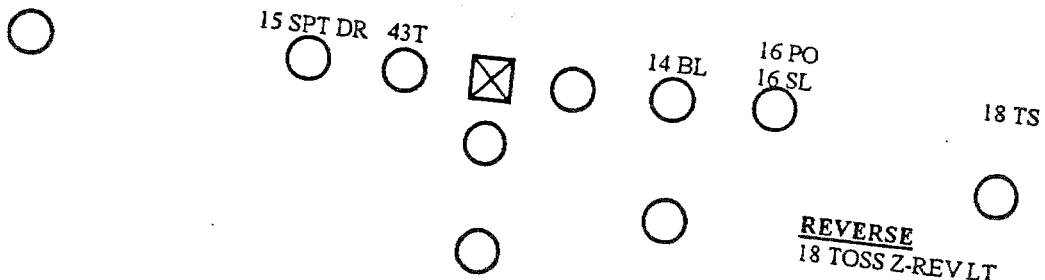


I



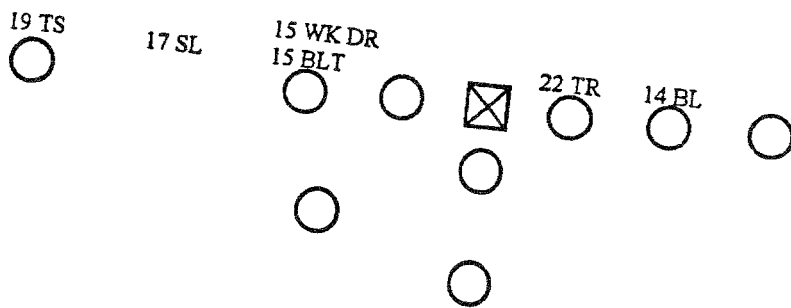
REVERSE  
18 TS Z-REVL T  
19 TS X-REV RT

STRONG



REVERSE  
18 TOSS Z-REVL T

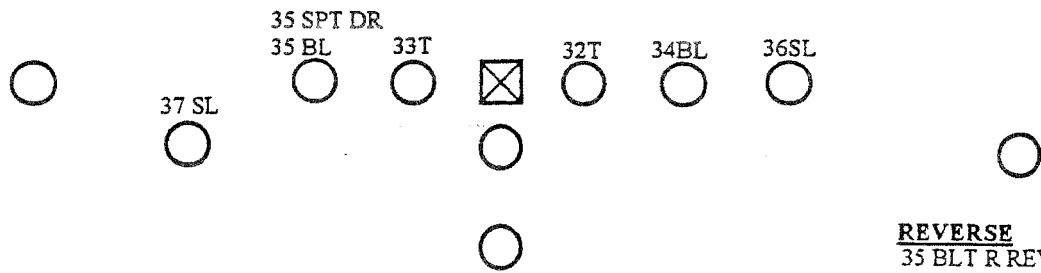
WEAK



(21) DICE

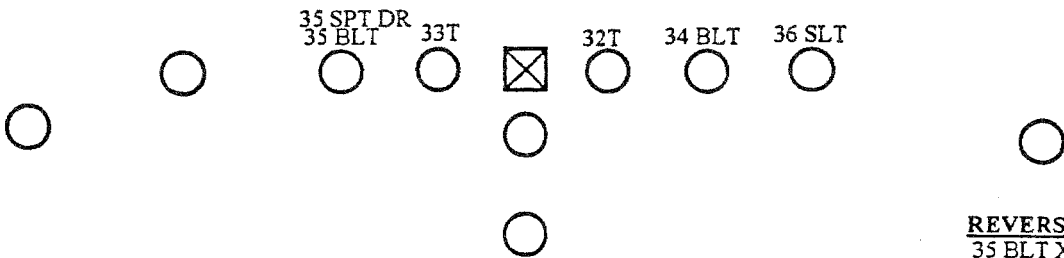
50'S  
HR/HL  
50/51Y  
52/52Y

DODGES  
(HL) 48Y  
(HL) 48Z



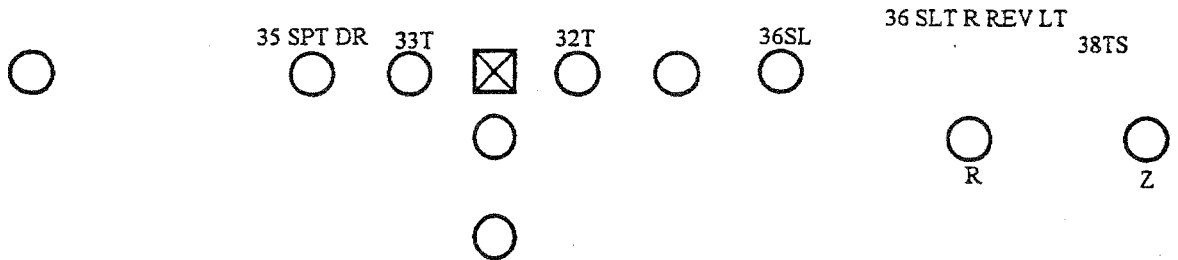
REVERSE  
35 BLT R REV RT

(21) DOCK

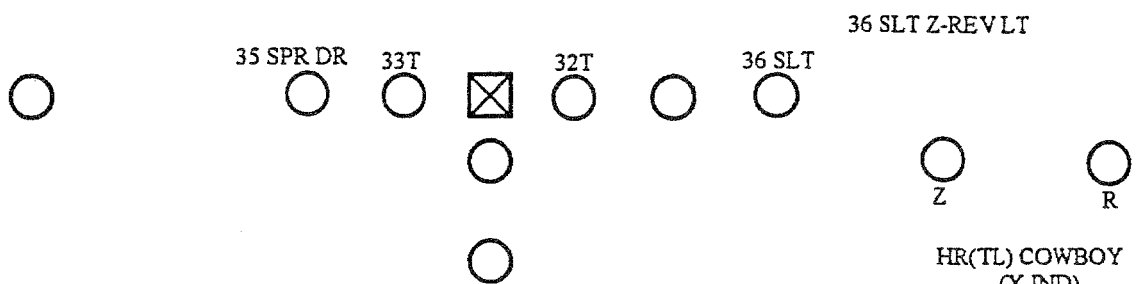


REVERSE  
35 BLT X-REV RT

(TRIPS) 21



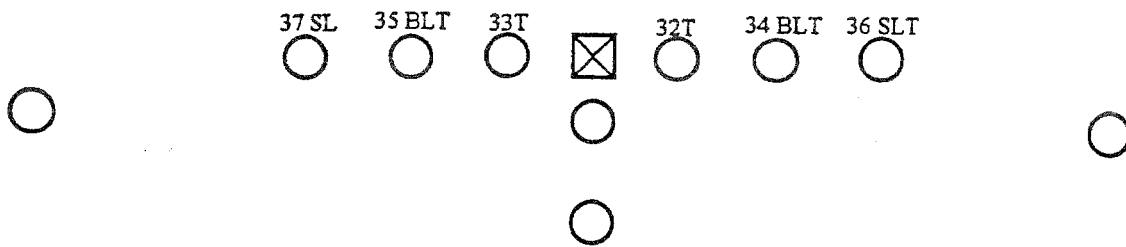
TROUT (21)



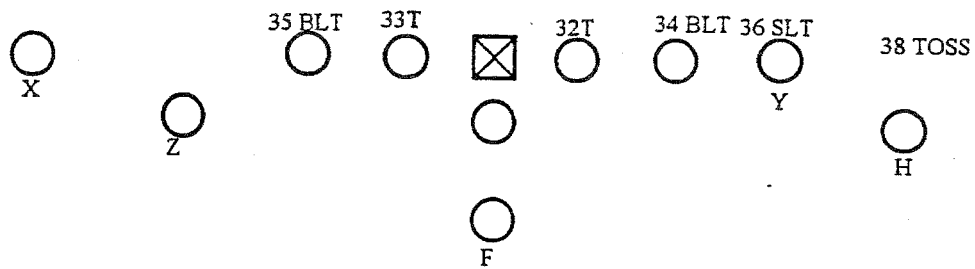
HR(TL) COWBOY  
(X-IND)

(12) DOUBLE

REVERSE  
34 BLT Y-REVLT  
35 BLT H-REVRT

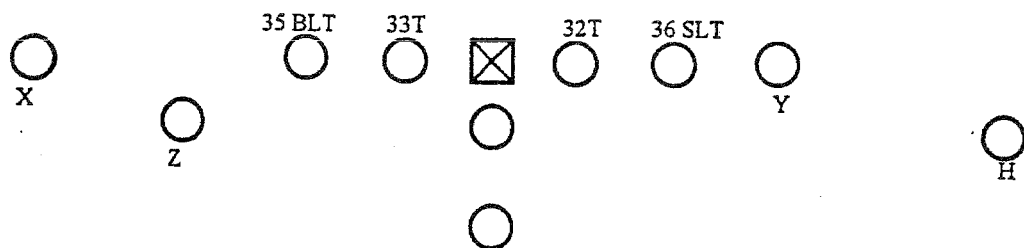


DAY (12)



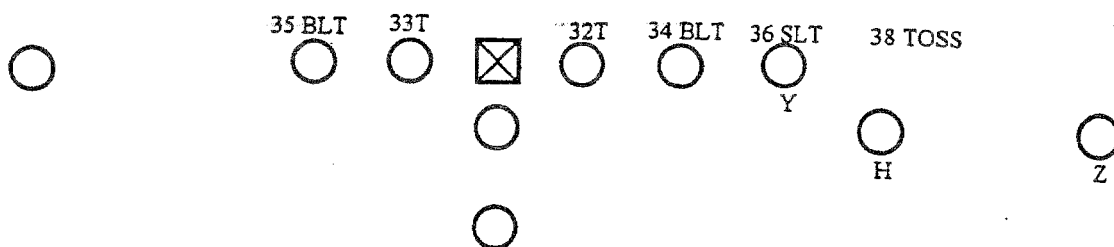
REVERSE  
35 BLTZ-REVRT

DUAL (12)



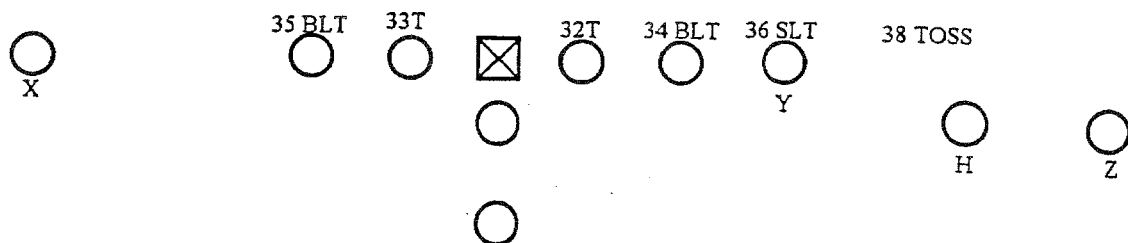


TREY (12)

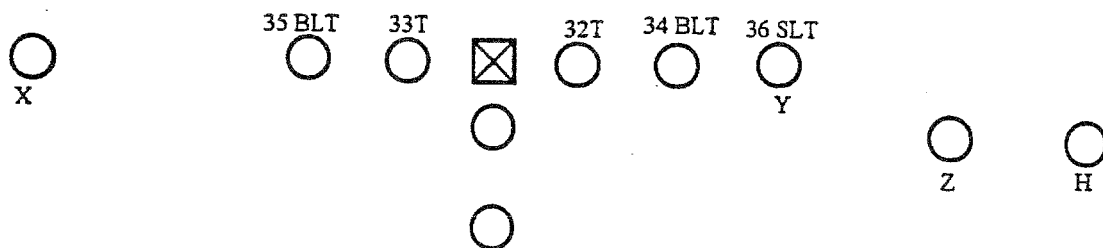


REVERSE  
34 BLT H-REV LT

TRIPS (12)

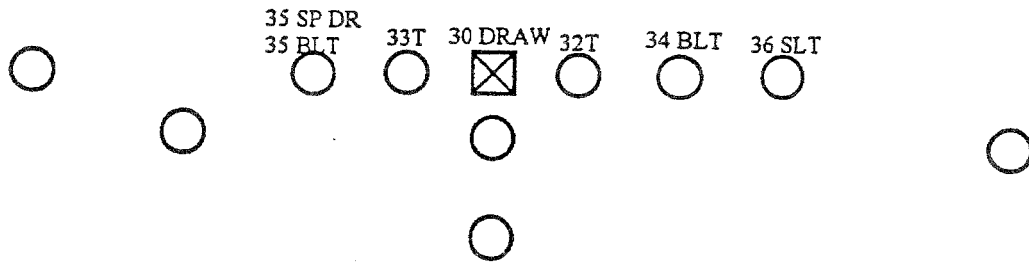


TROUT (12)

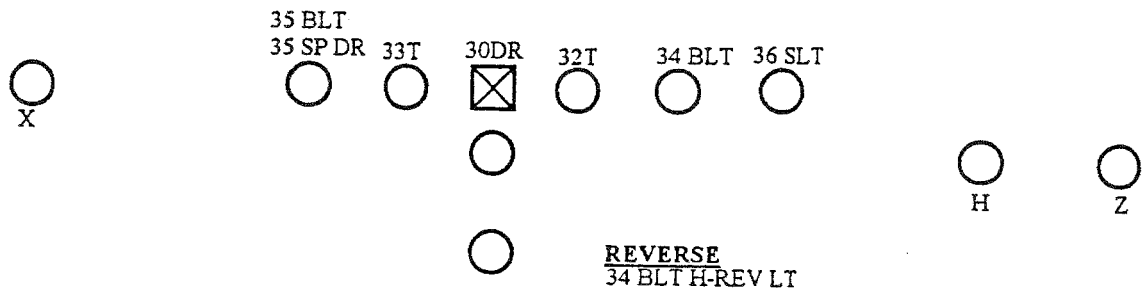


REVERSE  
34 BLT Z-REV LT

DICE (11)

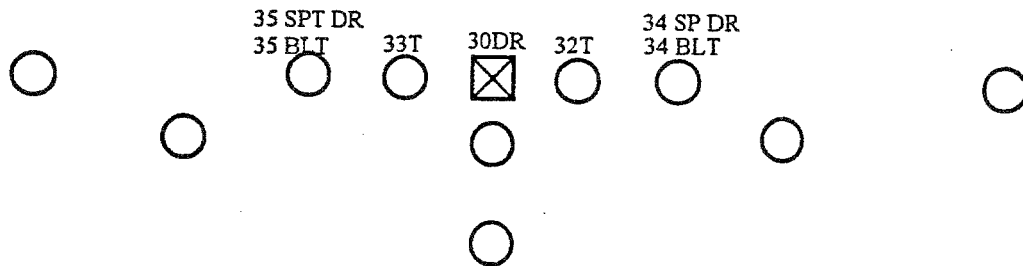


TRIPS (11)



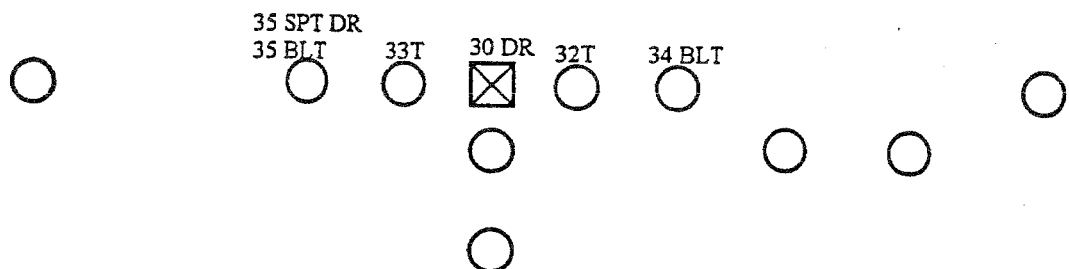
GOLD (10)

REVERSE  
34/35 BLT  
(Y-REV LT)  
(H-REV RT)



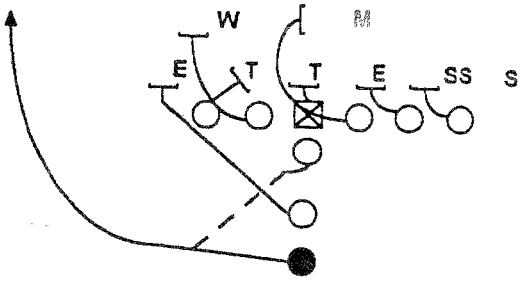
BLACK (10)

REVERSE  
34 BLT (H-REV LT)

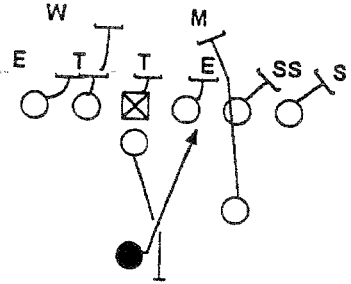


# RUNS vs. BEAR DEFENSE

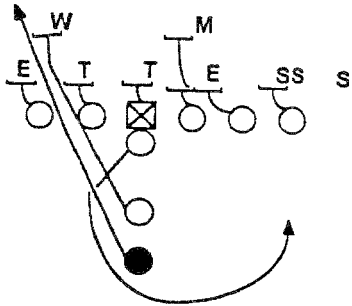
'Scissors'



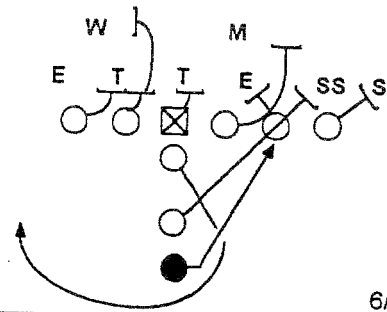
9/8 Toss weak



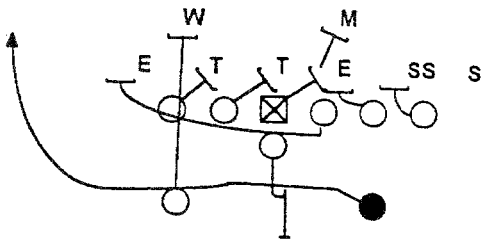
4/5 Lead



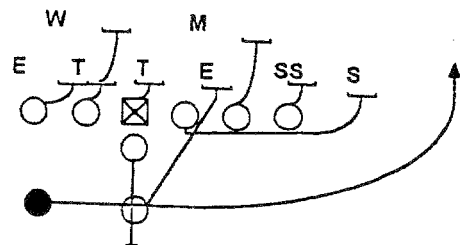
7/6 Slant



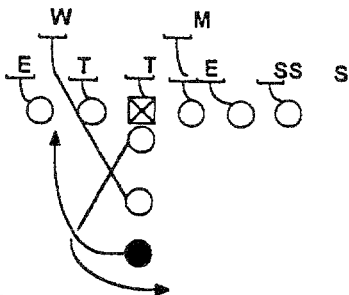
6/7 Slant Easy



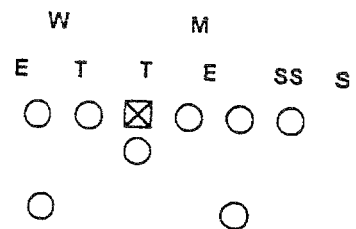
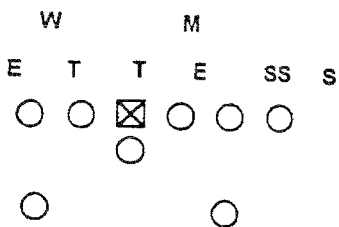
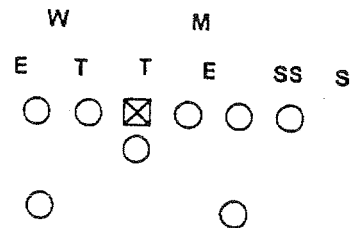
9/8 EO



8/9 G



5/4 Blunt



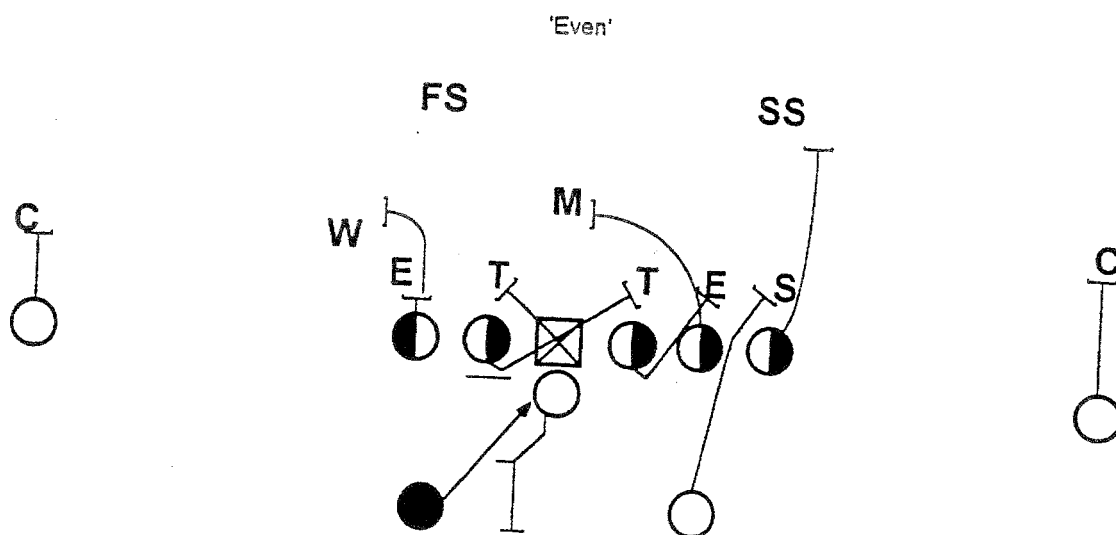
# SAINTS



## 2/3 HOLE

**FORMATION:** SPLIT, WEAK, FAR

**PLAY:** 2/3 TRAP (Strong)



43

OFF-SIDE TACKLE	OFF-SIDE GUARD	CENTER	ON-SIDE GUARD	ON-SIDE TACKLE
2 Release Technique.	Trap 1 vs. Bubble - Trap 2	1 Away	Influence 1, Block 2 vs. Odd - Block 0	0 or 1 or 2
X	L	Y	R	Z
Corner	Ball Carrier	#3 or Release to Safety	Bill Path	Corner or Force

### COACHING POINTS

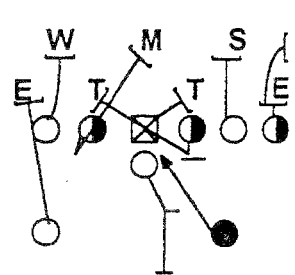
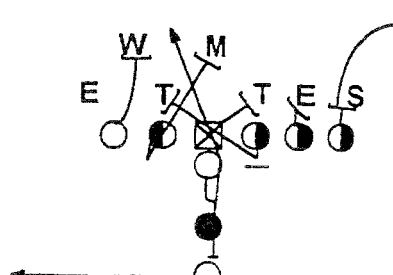
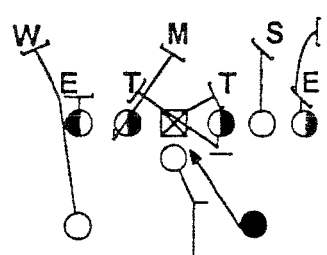
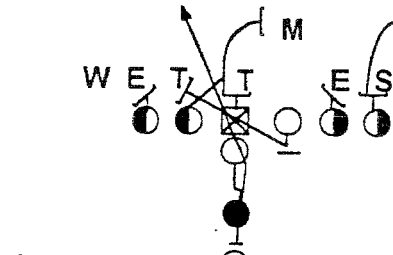
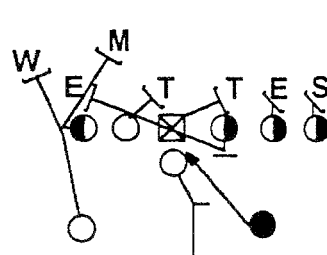
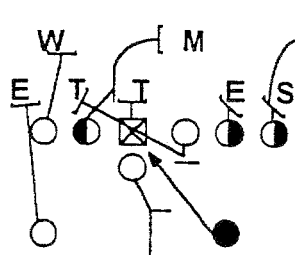
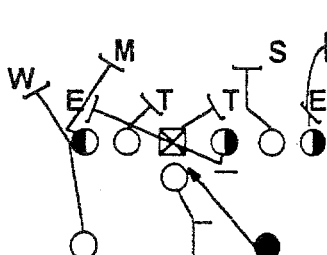
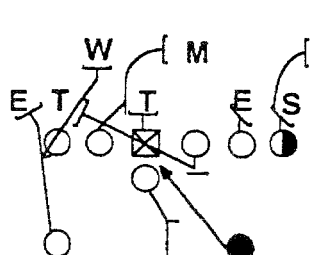
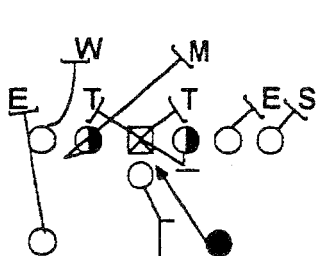
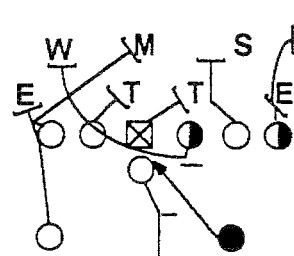
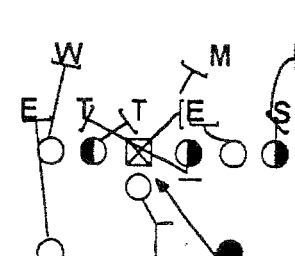
Y	Block #3 Maintain block inside-out. Near or Split formations - Easy release to Safety.	Z	Block Force. Near or Split formations - Block Corner.
T	vs. Even - Block 0. vs. Odd - Block 2. vs. Bubble - Head fake to 1.	X	Block Corner.
G	vs. Even - Influence block 2. vs. Odd - Block 0. (could Ace or Angle.)	QB	Reverse to 6:00 - Get ball to RB as quick & as deep as possible. Set up for pass. C.P. - B.C. in 3 position - Clear path.
C	vs. Even - 1 Away. vs. Odd - 1 Away (could Ace or Angle.) vs. Under W - could 'Brown with Tackle. (Exchange look)	R/L (Blocker)	Take Bill Path to Boom Block. C.P. - Inside out position - Kickout End man on LOS. C.P. - 1 position - Flare to open side - Fake toss.
OG	Pull - Trap 1 inside-out. Could log on hard inside move. vs. Bubble - Key Tackle's block.	L/R (Ball Carrier)	Lead step/Crossover - run ball at 2/3 hole. Read Guard's block. C.P. - Hit hole quick. Defensive front will tell you aiming point. C.P. - 3 position - Crossover/Plant.
OT	Release Technique. vs. Exchange - Could 'Brown' with Center.		

# 2/3 TRAP (Strong)

<p>'Odd'</p> <p>SWIM</p>	<p>'Odd'</p> <p>43 W</p>	
<p>'Odd' blocking vs. 'Even'</p> <p>43 S</p>	<p>'Odd'</p> <p>UNDER</p>	
<p>'Ace'</p> <p>OVER</p>	<p>'Brown'</p> <p>UNDER W</p>	
<p>'Ace'</p> <p>OVER S</p>	<p>'Ace'</p> <p>UNDER WIN</p>	
<p>'Odd'</p>	<p>'Odd'</p>	<p>'Brown'</p>

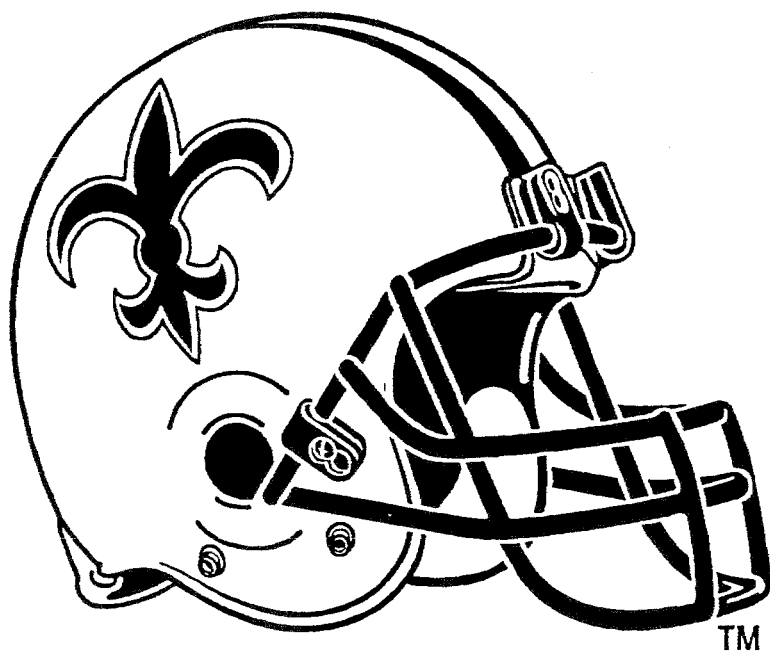


# 3/2 TRAP (Weak)

<p>'Odd'</p>  <p>SWIM</p>	<p>'Odd'</p>  <p>43 W</p>	
<p>'Odd'</p>  <p>43 S</p>	<p>'Ace'</p>  <p>UNDER</p>	
 <p>OVER</p>	<p>'Ace'</p>  <p>UNDER W</p>	
 <p>OVER S</p>	<p>'Ace'</p>  <p>UNDER WIN</p>	
<p>'Odd'</p> 		<p>'Brown'</p> 



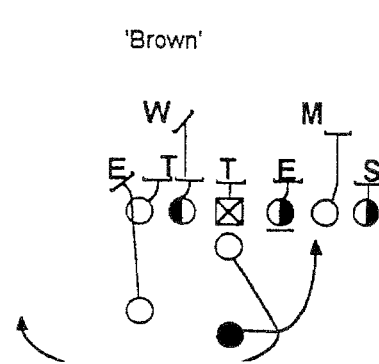
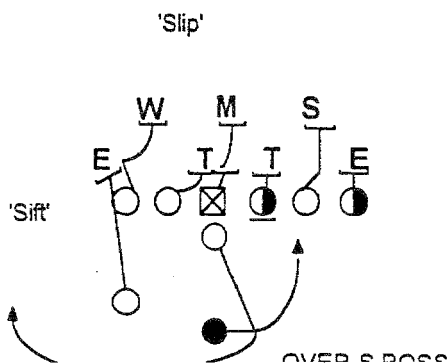
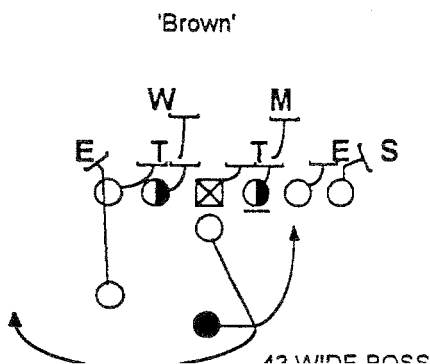
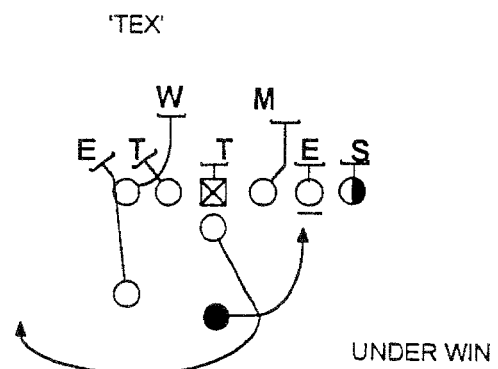
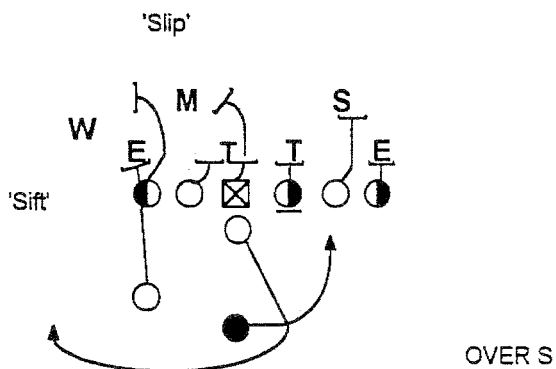
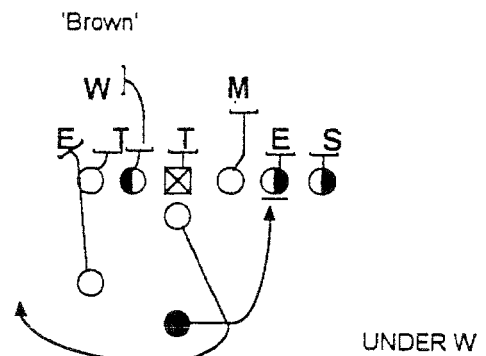
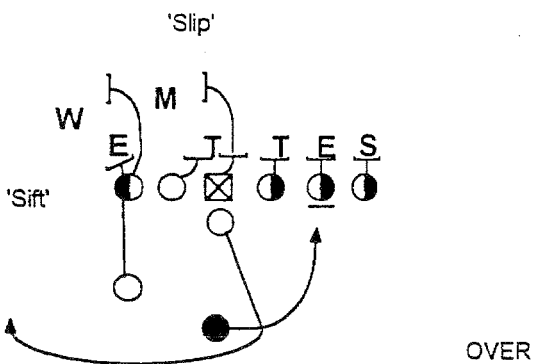
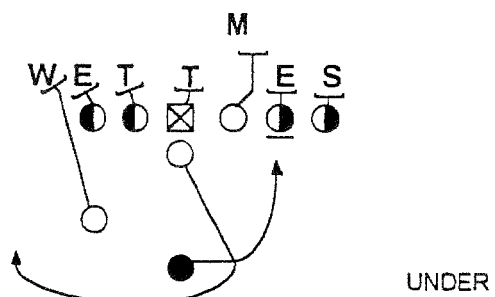
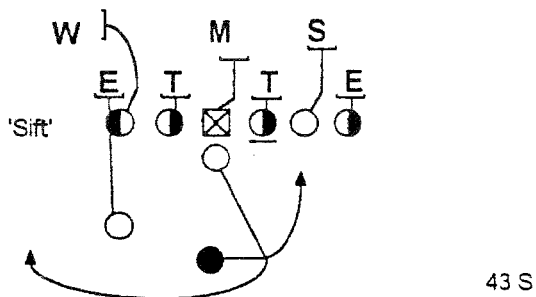
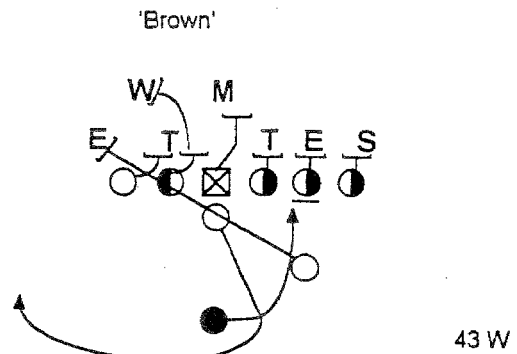
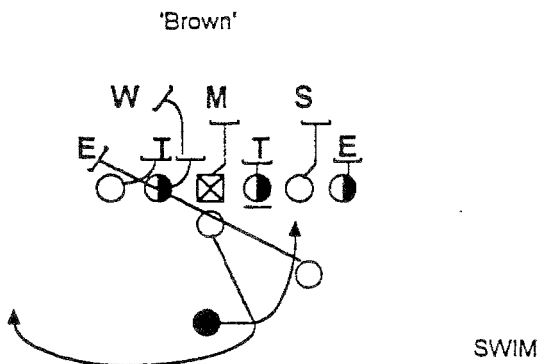
# SAINTS



**4/5 HOLE**

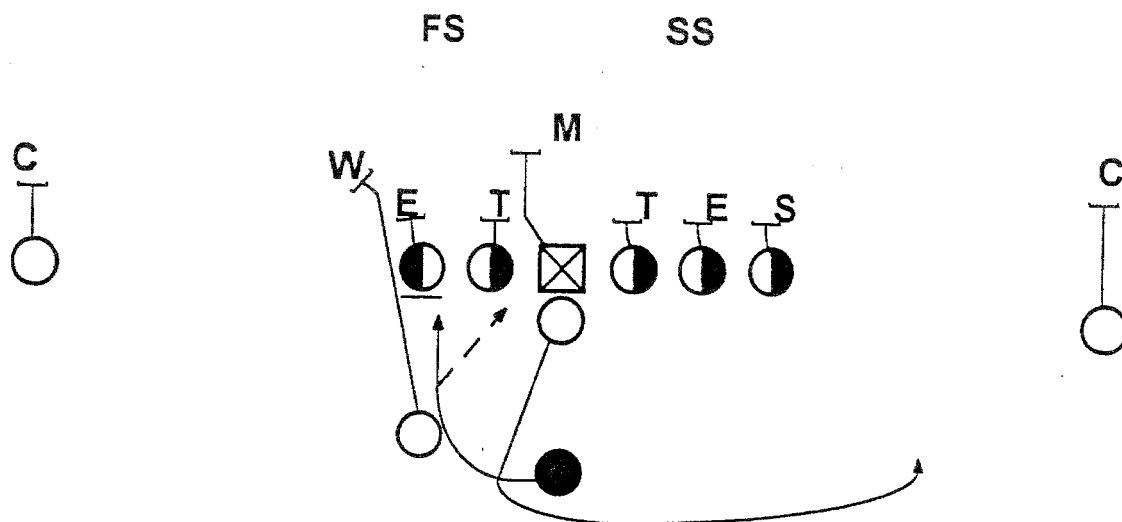


4/5 BLUNT (Strong)



**FORMATION:** I, WEAK, FAR

**PLAY:** 5/4 BLUNT (Weak)

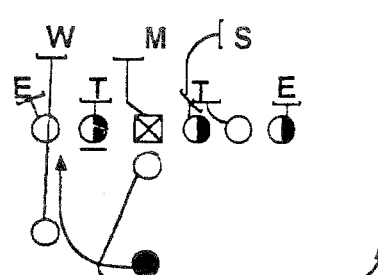
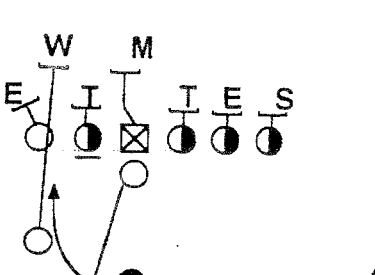
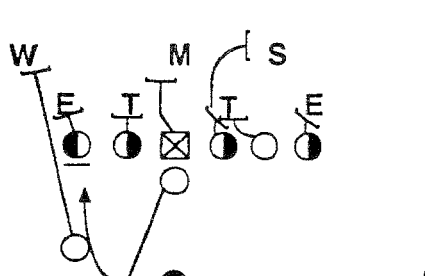
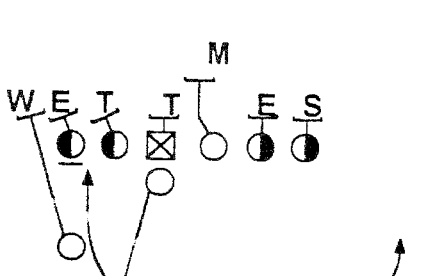
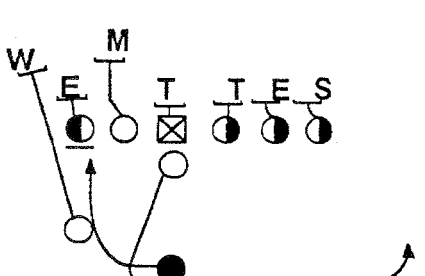
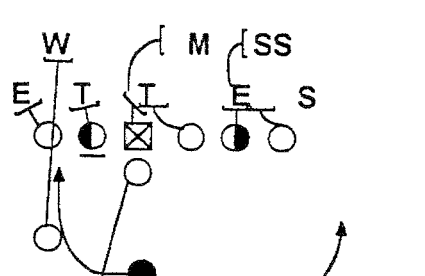
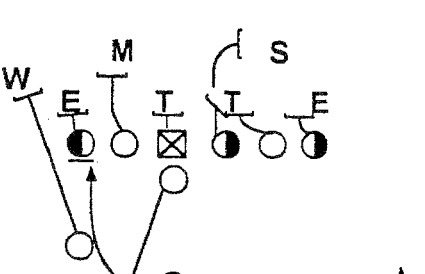
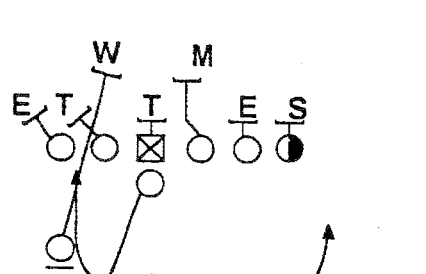
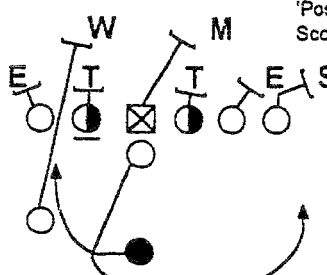
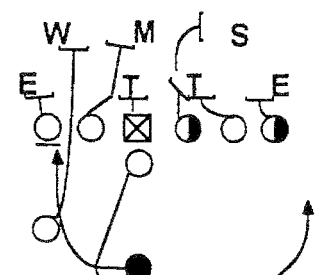
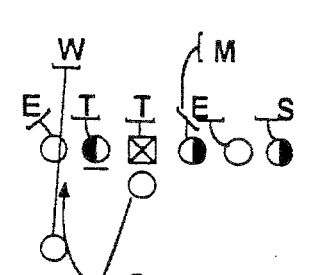


OFF-SIDE TACKLE	OFF-SIDE GUARD	CENTER	ON-SIDE GUARD	ON-SIDE TACKLE
2	1	0	1	E
X	L	Y	R	Z
Force	Ball Carrier	3	WILL	Cut-Off

### COACHING POINTS

<p><b>Y</b> Maintain block on #3 - You call 'Scoop' block to cut off pursuit of LB or S/S. No 'Scoop' block when DE is on you. Alert - Block S/S in Buzz position.</p>	<p><b>Z</b> Block - Cut off</p>
<p><b>T</b> Good split - Explode off ball. Maintain block - Have to get movement. vs. Bubble - Guard has Read Tech.(Slip)</p>	<p><b>X</b> Block - Force</p>
<p><b>G</b> Good split Have to get movement and maintain block. vs. Bubble - Read Technique.(Slip) vs. 43 - Could Slip with Center on inside move.</p>	<p><b>QB</b> Open to 7:00. Get ball to ball carrier deep. Fake naked. C.P. - If Ball Carrier is in 3 position - Reverse Pivot.</p>
<p><b>C</b> vs. 43 - Could slip with Guard. vs. Odd - Have to get movement. vs. Bubble offside - Strong slip with Guard.</p>	<p><b>R/L</b> (Blocker) Block WILL - Bob Block. Inside/Out path - Read WILL. Be alert for WILL stunt inside.</p>
<p><b>OG</b> Crucial block on Even &amp; Odd alignments. vs. Bubble - Strong slip with Center must get movement, still responsible for MIKE. vs. Exchange - Brown block with T.</p>	
<p><b>OT</b> Good split - Maintain block Could scoop with 'Y'. vs. Exchange - Brown block with Guard.</p>	<p><b>L/R</b> (Ball carrier) Flow step/Crossover/Roll. Mesh point - Tail of Tackle. Read Tackle's Block. Tackle uncovered - Read Guard's Block. Run to daylight. C.P. - Width and Patience.</p>

# 5/4 BLUNT (Weak)

<p>'Brown'</p>  <p>SWIM</p>	 <p>43 W</p>	
<p>'Brown'</p>  <p>43 S</p>	 <p>UNDER</p>	
 <p>OVER</p>	<p>'Strong Slip'</p>  <p>UNDER W</p>	
<p>'Brown'</p>  <p>OVER S</p>	 <p>UNDER WIN</p>	
 <p>'Possible Scoop'</p>	<p>'Brown'</p> 	<p>'Brown'</p> 

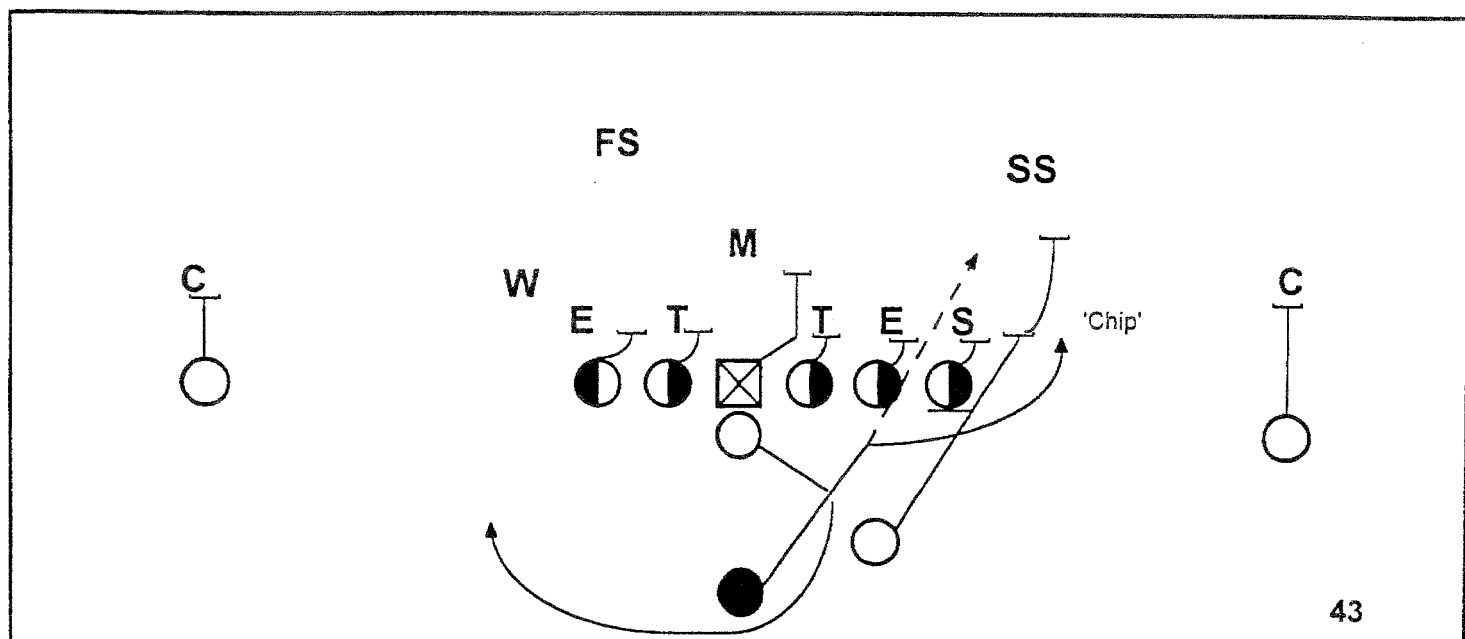
# SAINTS



6/7 HOLE

**FORMATION:** STRONG, NEAR, I, 1-BACK

**PLAY:** 6/7 SLANT (Strong)



OFF-SIDE TACKLE	OFF-SIDE GUARD	CENTER	ON-SIDE GUARD	ON-SIDE TACKLE
2 Release	1	0	1	2
X	L	Y	R	Z
Deep 1/3	Ball Carrier	3	BOSS	Corner or Force

### COACHING POINTS

Y	Maintain block - Must get movement. Alert - vs. Exchange - Slip with Tackle. Alert - No Slip vs. Scissors. Alert - Chip from Back to SS.	Z	1 Back - Force. 2 Back - Corner.
T	Block 2nd man. vs. Bubble - Guard has Read step. vs. Exchange - Strong Slip with TE. Get movement. Alert : Scissors with Guard.	X	Deep 1/3.
G	vs. 43 - Slip Technique with Center. vs. Bubble - Read step. vs. Exchange - Alert Scissors with Tackle.	QB	Open to 4:00 - Get ball to Back as quickly as possible. Fake Naked.  C.P. - Ball Carrier in 3 position - Reverse pivot.
C	Block - 0. vs. 43 - Slip Technique with On Guard. vs. Bubble backside - Slip with off Guard.	R/L (Blocker)	Lead step/Boss Block take easiest path. Alert - Chip OT/TE's man based on path.
OG	vs. Bubble - Slip with Center. vs. Under W - Brown block with Tackle.	L/R (Ball Carrier)	Lead step/Crossover aim for tail of Tackle. Read TE's block. Run to daylight. Think 'Bounce'.  C.P. - Key Linebacker.
OT	Release Technique. vs. Under W - Brown block with Guard.		

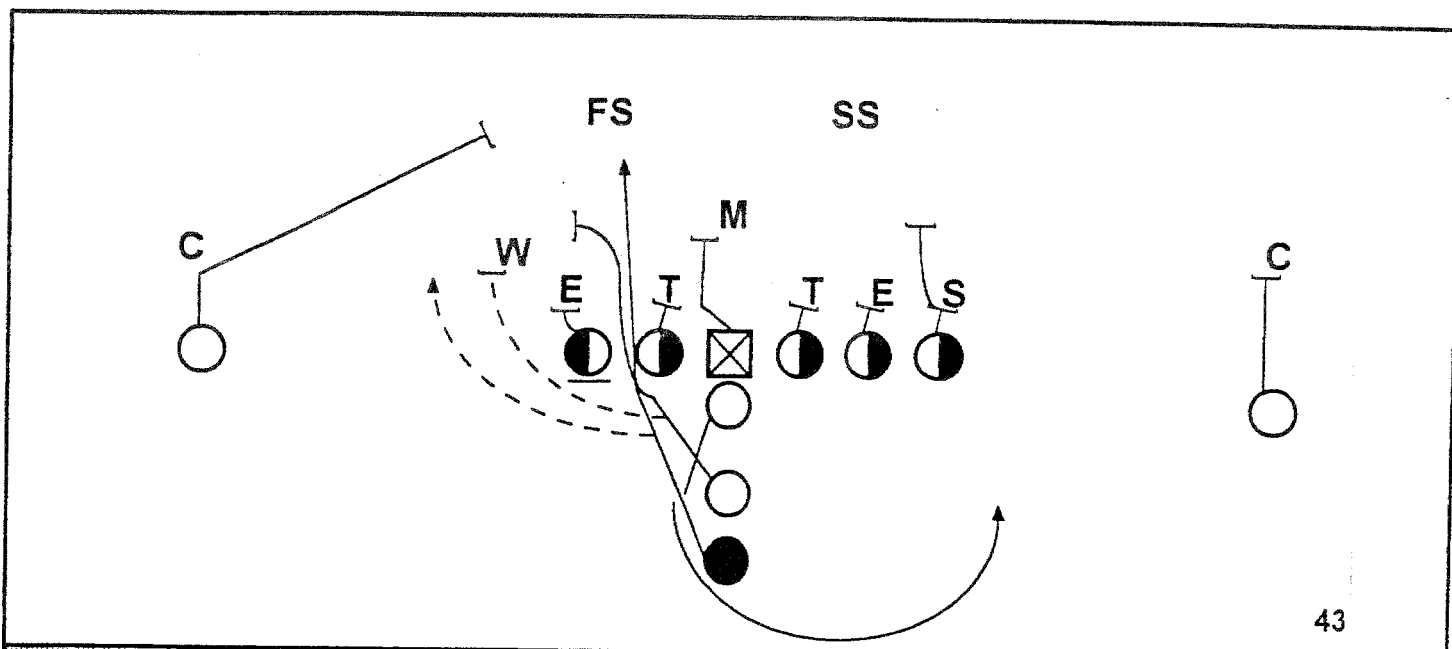
# 6/7 SLANT (Strong)

<p>'Slip'</p> <p>SWIM</p>	<p>'Brown'</p> <p>SS</p> <p>43 W</p>	
<p>43 S</p>	<p>SS</p> <p>UNDER</p>	
<p>'Slip'</p> <p>OVER</p>	<p>'Brown'</p> <p>SS</p> <p>UNDER W</p>	
<p>'Slip' 'Scissors'</p> <p>OVER S</p>	<p>'Slip'</p> <p>SS</p> <p>UNDER WIN</p>	
<p>'Slip'</p> <p>43 WIDE BOSS</p>	<p>'Slip' 'Scissors'</p> <p>OVER S</p>	<p>'Slip'</p> <p>SS</p> <p>UNDER WIN</p>



FORMATION: I, WEAK, FAR

PLAY: 7/6 SLANT (Weak)



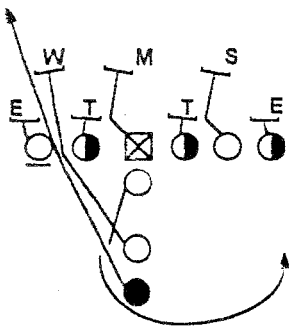
43

OFF-SIDE TACKLE	OFF-SIDE GUARD	CENTER	ON-SIDE GUARD	ON-SIDE TACKLE
2	1	0	1	END
X	R	Y	L	Z
Force	Ball Carrier	3	Will	Deep 1/3

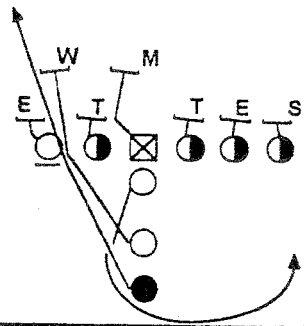
### COACHING POINTS

Y	Block #3, Use release technique. Release to most dangerous man. Alert - "Scoop"	Z	Block - Cut-off 1/3.
T	Hit outside number, drive and try to hook. Maintain block. Have to get movement. vs. Bubble - Guard has read technique.	X	Minimum split - Force.
G	Hit outside number. Have to get movement & maintain block. vs. Bubble - read technique. vs. 43 - could slip with Center on inside move.	QB	Open to 8:00 - Get ball to Back as quickly as possible - Fake Naked. C.P. - Ball Carrier in 3 pos. - Reverse Pivot.
C	vs. 43 - Could slip with Guard. vs. Odd - Have to get movement. vs. Bubble offside - Strong slip with Guard.	L/R	Lead step/Bob block - Take easiest path. (Blocker) C.P. - Be alert for Chip OT/OG based on path.
OG	Crucial block vs. Even & Odd alignment. vs. Bubble - Strong slip with Center must get movement. vs. Over S - Brown block with Tackle.	R/L	Lead step/Crossover - Aim point tail of Tackle. Read Tackle's Block. Run to daylight - But think play as 'Bounce' play. (Ball Carrier) C.P. - Key Linebacker.
OT	Good split. Alert for scoop with 'Y'. vs. Over S - Brown block with Guard.		

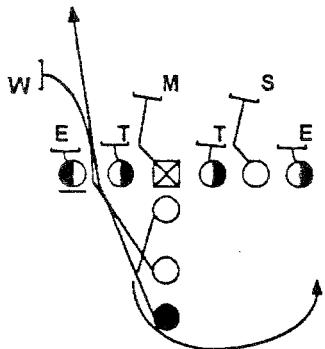
# 7/6 SLANT (Weak)



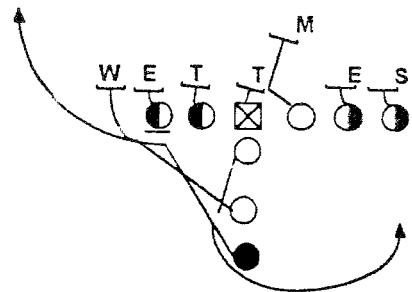
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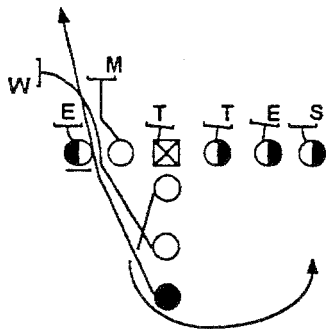
43 W



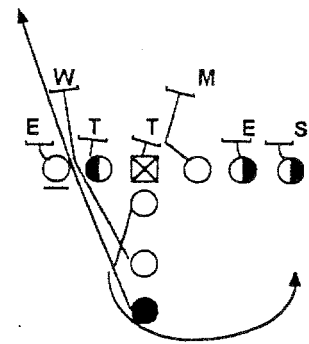
43 S



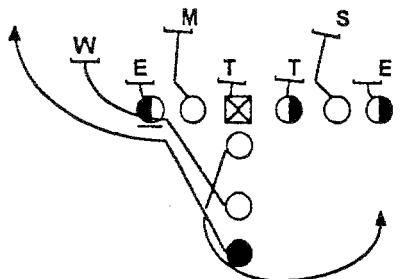
UNDER



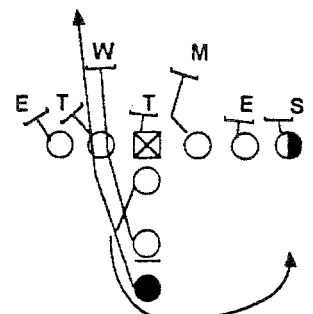
OVER



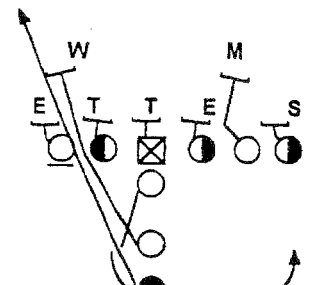
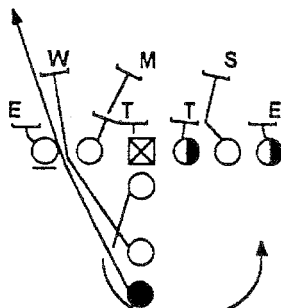
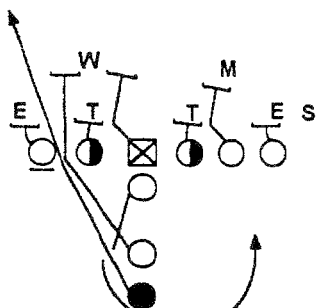
UNDER W



OVER S



UNDER WIN

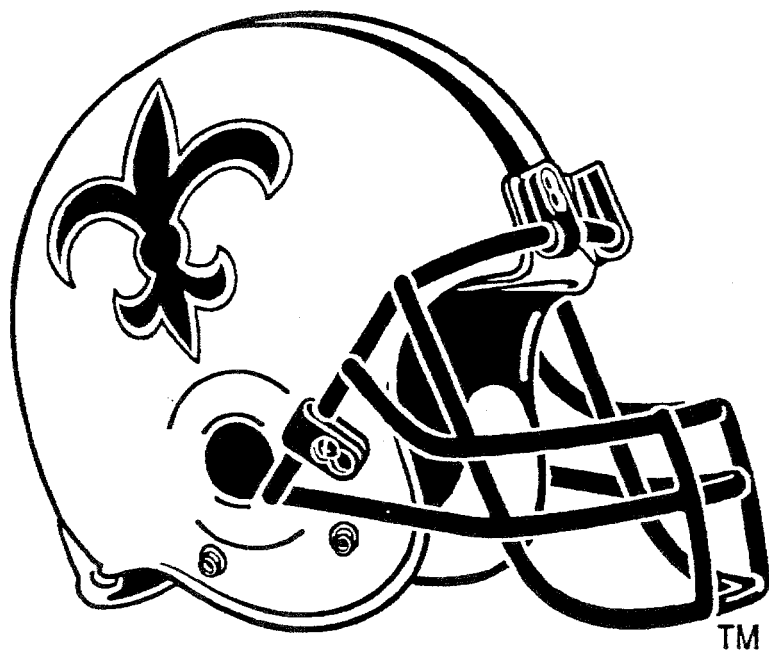




# 6/7 POWER - O (Strong)

<p>'Strong Deuce'</p> <p>W M S</p> <p>E T T E</p> <p>'Blast' 'Area'</p> <p>SWIM</p>	<p>'Strong Deuce'</p> <p>W M S</p> <p>E T T E S</p> <p>43 W</p>	
<p>'Strong Deuce'</p> <p>W M S</p> <p>E T T E</p> <p>'Blast' 'Area'</p> <p>43 S</p>	<p>'Strong Trey'</p> <p>W M S</p> <p>E T T E S</p> <p>UNDER</p>	
<p>'Strong Deuce'</p> <p>W M S</p> <p>E T T E S</p> <p>OVER</p>	<p>'Strong Trey'</p> <p>W M S</p> <p>E T T E S</p> <p>UNDER W</p>	
<p>'Strong Deuce'</p> <p>W M S</p> <p>E T T E</p> <p>'Blast' 'Area'</p> <p>OVER S</p>	<p>'Strong Ace'</p> <p>'Strong Trey'</p> <p>W M S</p> <p>E T T E S</p> <p>UNDER WIN</p>	
<p>'Strong Deuce'</p> <p>W M S</p> <p>E T T E S</p>	<p>'Strong Deuce'</p> <p>W M S</p> <p>E T T E</p> <p>'Blast' 'Area'</p>	<p>'Blast' 'Angle'</p> <p>W M S</p> <p>E T T E S</p>

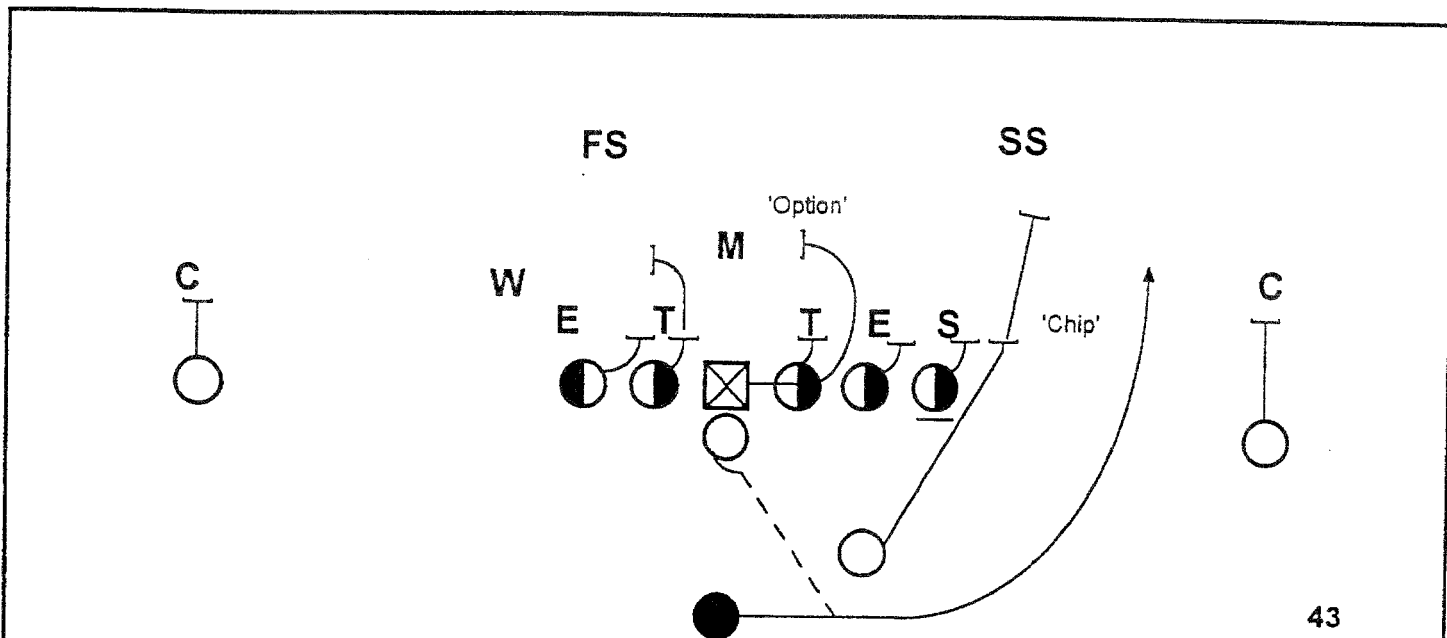
# SAINTS



## 8/9 HOLE

**FORMATION:** STRONG, I, NEAR

**PLAY:** 8/9 TOSS (Strong)



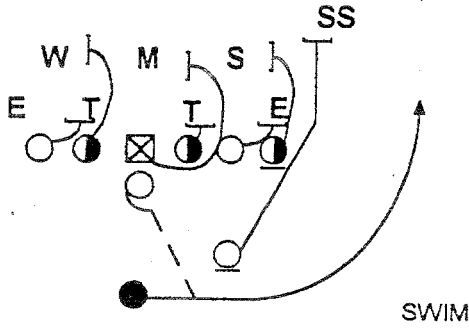
OFF-SIDE TACKLE	OFF-SIDE GUARD	CENTER	ON-SIDE GUARD	ON-SIDE TACKLE
2	1	0	1	2
X	L	Y	R	Z
Cut off - Corner	Ball Carrier	3	Boss Block #4	Corner

### COACHING POINTS

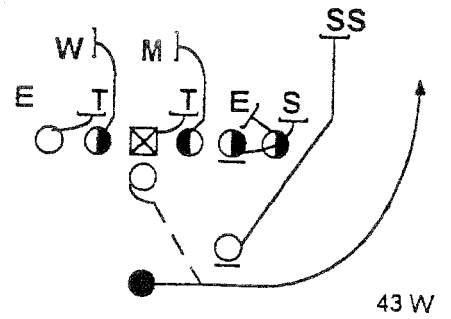
Y	Reach & Hook #3. Alert - Chip from Back. vs. Exchange - Fast slip with Tackle. 'Scissors' Call - No 'Slip'. Possible 'Twist' call.	Z	Block Corner.
T	Reach #2. Possible Twist with TE. vs. Exchange - Fast Slip with Tight End. vs. Exchange - Possible 'Scissors' block.	X	Block Corner.
G	vs. Over - Reach. vs. Even - Slip with Center. vs. Bubble - Slip with Tackle or Option pull for Mike. vs. Exchange - Possible 'Scissors' block.	QB	Quick reverse pivot - Soft pitch to Back. Fake Bootleg. Good quick count play.
C	Fast reach - Possible Option pull for MIKE. vs. Bubble - Fast slip with O-Guard, for off LBer.	R/L (Blocker)	Lead step/Boss block - Take easiest path.  C.P. - Alert Chip with OT/TE - Read TE's Block.
OG	Slip with Tackle. vs. Bubble - Slip with Center.	L/R	Open step/Crossover - Threaten outside. Read TE's Block - Hug lead back.
OT	Fast reach for 2 or Fast slip with Guard..	(Ball Carrier)	C.P. - After securing the ball, be under control for possible cut. C.P. - Align in 3 position - Belly step/Crossover.

# 8/9 TOSS (Strong)

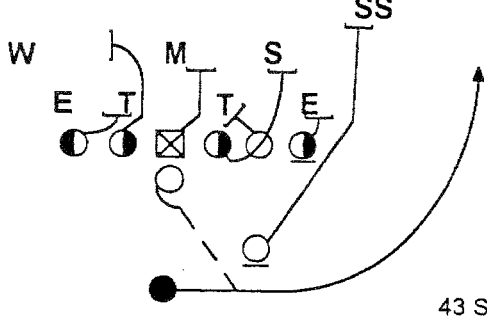
'Fast Slip' 'Option'



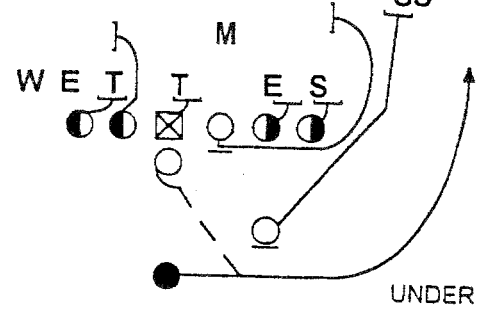
'Fast Slip' 'Twist'



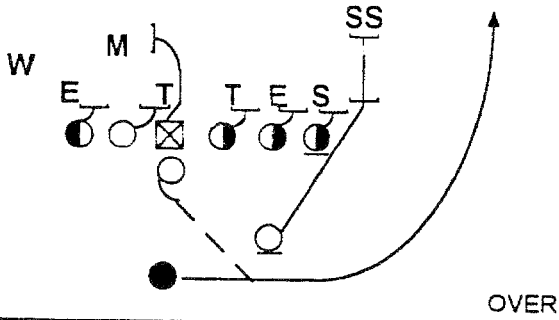
'Scissors'



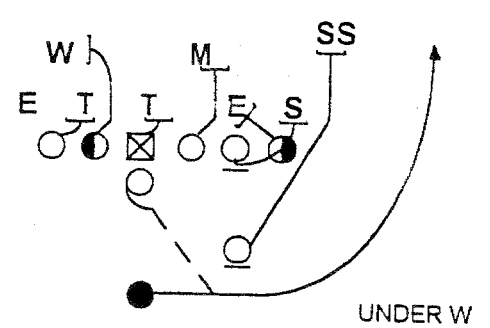
'Option Pull' 'Possible Twist'



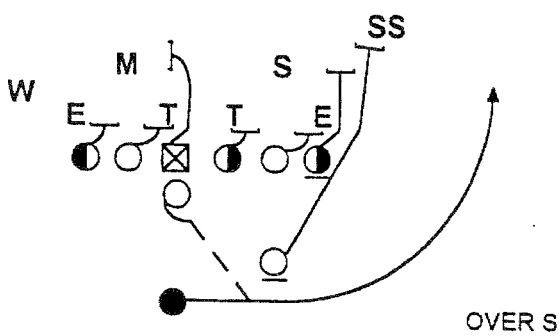
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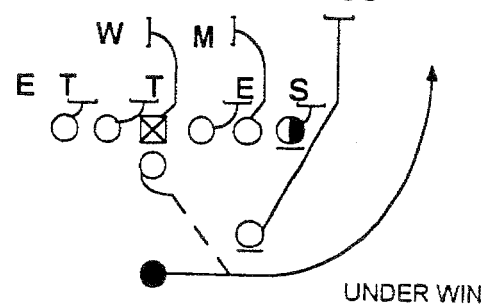
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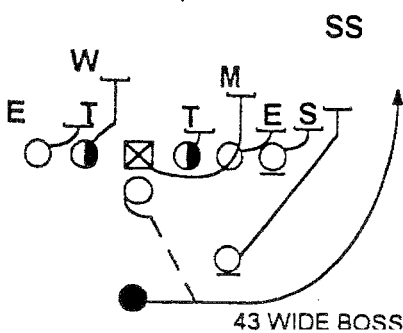
'Fast Slip'



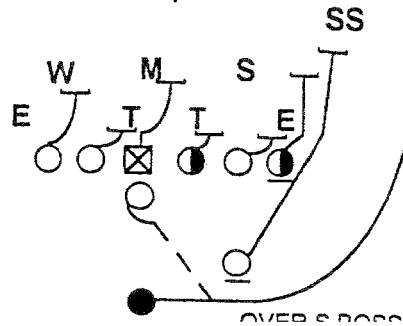
'Fast Slip' 'Possible Twist'



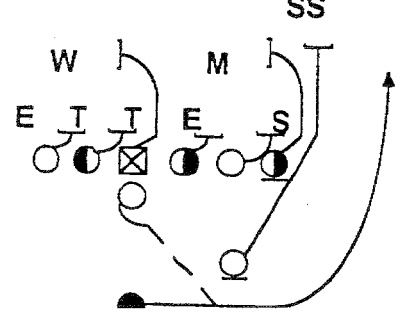
'Fast Slip'



'Fast Slip'

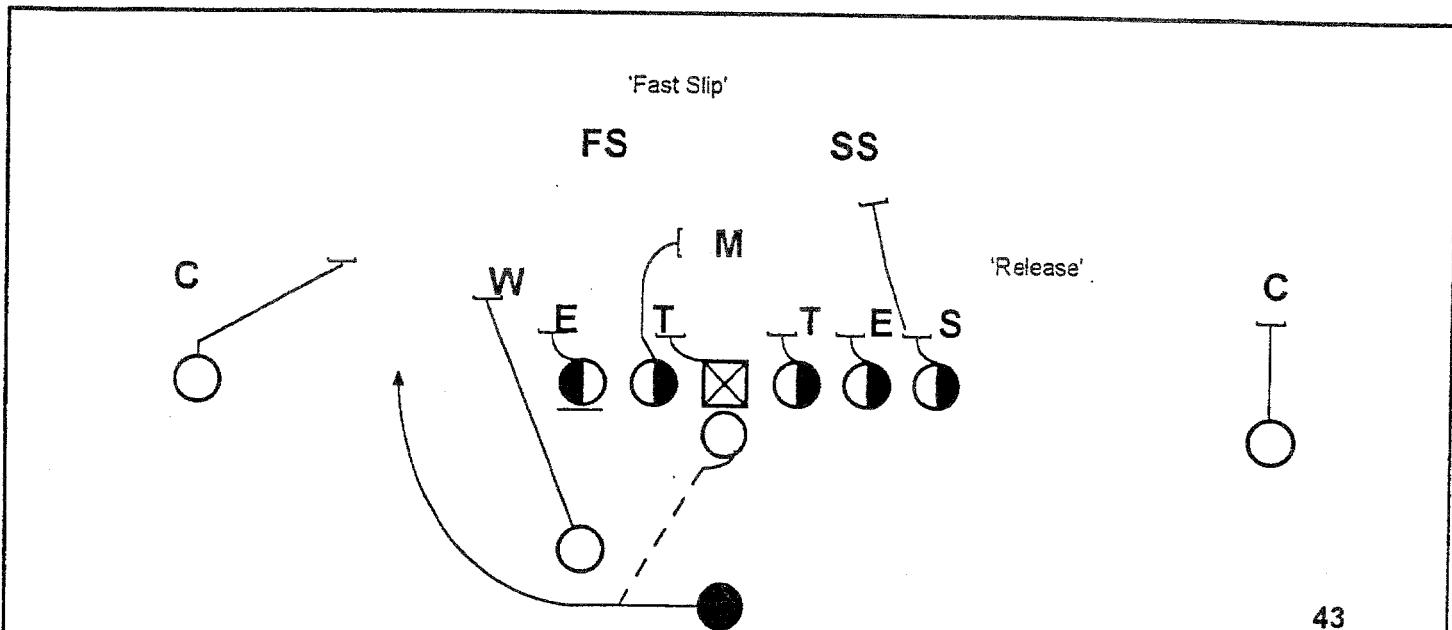


'Fast Slip'



FORMATION: WEAK, I

PLAY: 9/8 TOSS (Weak)



OFF-SIDE TACKLE	OFF-SIDE GUARD	CENTER	ON-SIDE GUARD	ON-SIDE TACKLE
2	1	0	1	END
X	L	Y	R	Z
Force	Ball Carrier	Pull for 2	Block Will	Corner

### COACHING POINTS

Y	Fast pull & Reach. Release Block Strong Safety - MDM.	Z	Cut off Corner.
T	Reach #End. vs. Bubble - Reach Technique with Guard. vs. Exchange - Could Scissors or Zone.	X	Block Force.
G	vs. 43 - Fast Slip with Center. vs. Bubble - Reach Technique with Tackle. vs. Exchange - Scissors or Zone with Tackle.	QB	Quick reverse pivot - Soft pitch to Back. Fake Bootleg. Alert - No to 4 weak, unless WR can block #4. Good quick count play.
C	vs. 43 - Fast Slip with Guard. vs. Bubble offside - Slip with O-Guard.	R/L (Blocker)	Lead step/Bob Block - Take easiest path. C.P. - Be alert for 'Chip' OT/OG based on path. Read OT's Block.
OG	Pull & Reach Fast Slip with Center.	L/R (Ball Carrier)	Open step/Crossover - Threaten outside. Read OT's Block - Hug Lead Back. C.P. - After securing ball - Be under control for possible cut.
OT	Pull & Reach.		



9/8 TOSS (Weak)

<p>'Fast Slip'</p> <p>'Chip'</p> <p>SWIM</p>	<p>'Fast Slip'</p> <p>'Chip'</p> <p>43 W</p>	
<p>'Fast Slip'</p> <p>43 S</p>	<p>'Fast Slip'</p> <p>UNDER</p>	
<p>OVER</p>	<p>'Scissors'</p> <p>UNDER W</p>	
<p>OVER S</p>	<p>'Possible Chip'</p> <p>UNDER WIN</p>	
<p>'Fast Slip'</p> <p>'Chip'</p> <p>43 WIDE BOSS</p>	<p>'Fast Slip'</p> <p>'Chip'</p> <p>OVER S BOSS</p>	<p>'Possible Chip'</p> <p>'Double Slip'</p> <p>50</p>

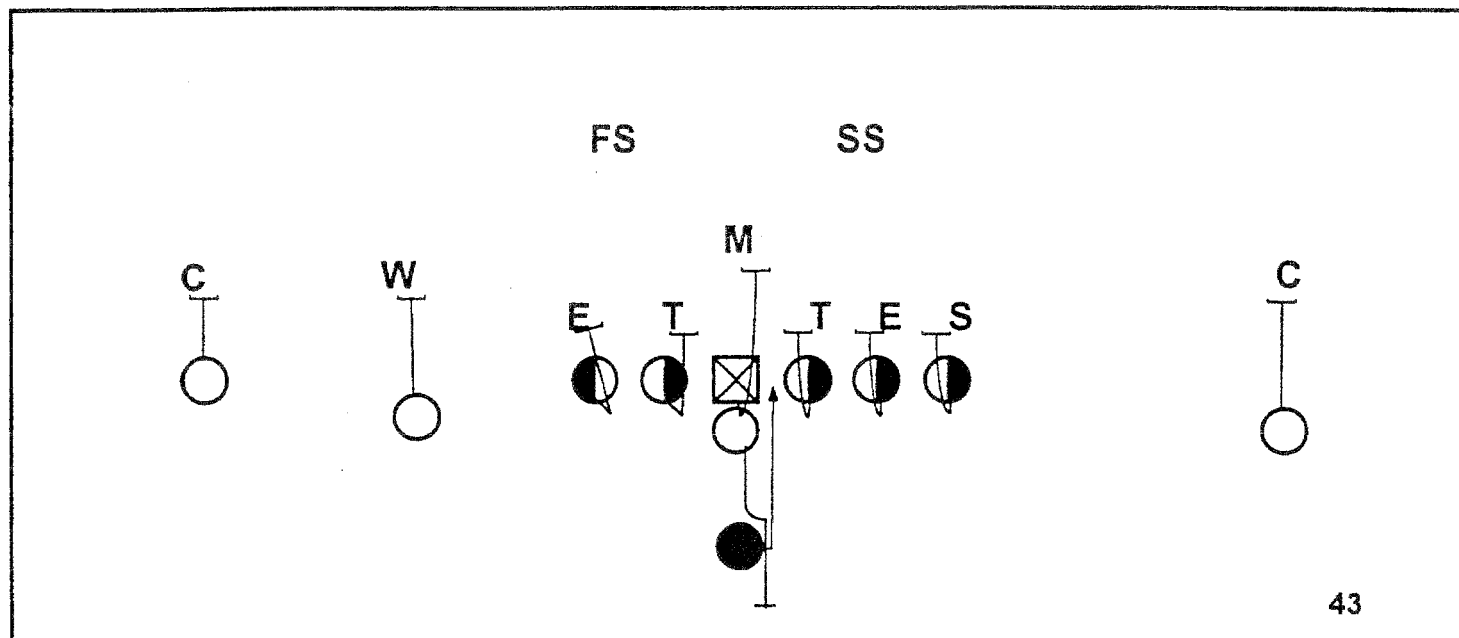
# SAINTS



## DRAWS

**FORMATION:** DICE, TREY

**PLAY:** 30/31 DRAW

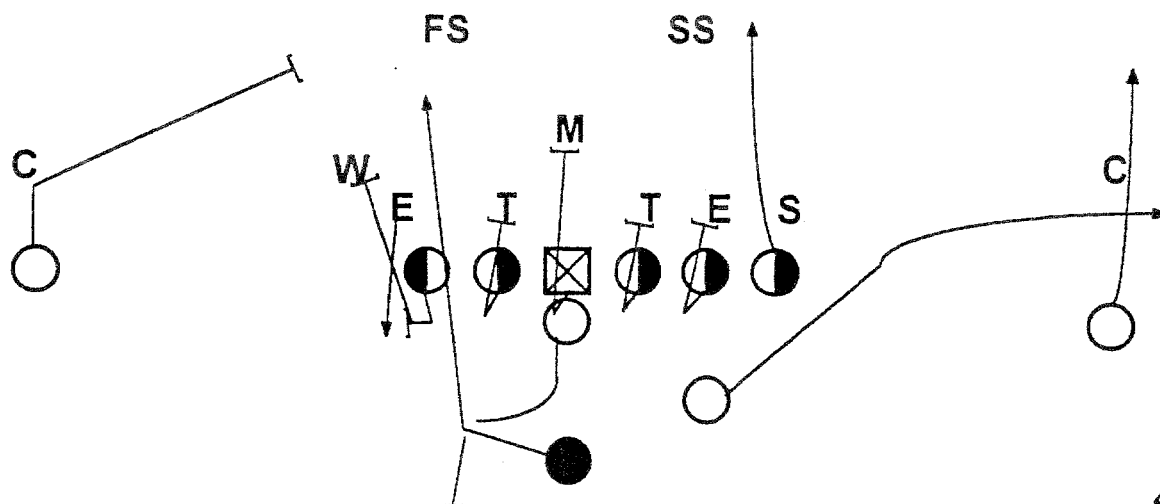


OFF-SIDE TACKLE	OFF-SIDE GUARD	CENTER	ON-SIDE GUARD	ON-SIDE TACKLE
End	1	0 vs. Bub. - poss. 'Cob'	1. vs. Bub. - 'Cob' vs. Exch. - 'Brown'	2 vs. Exch. - 'Brown'
X	H	Y	F	Z
Corner	Will/Nickel Will	3	Ball Carrier	Corner

### COACHING POINTS

<b>Y</b> Sam/#3 Release inside - Aggressive block on Sam/#3. vs. Exchange - Pass set - Attack End inside-out. Alert: 'Release' on Strong safety.	<b>Z</b> Block - Cut off Corner.
<b>T</b> vs. 43 - Think area. vs. Exchange - could use 'Brown' block on LB.	<b>X</b> Block - Cut off Corner.
<b>G</b> vs. 43 - Think area. vs. Bubble - could use 'Cob' Technique. vs. Exchange - could use 'Brown' block.	<b>QB</b> Quick 3 step drop. Handoff between 2nd & 3rd step. First 2 steps - sell pass. Set up for pass.
<b>C</b> vs. 43 & Unders - could use 'Fold' Technique. vs. Bubble - could use 'Cob' Technique.	<b>F</b> (Ball Carrier) Pass set to A-Gap. Ball security is your responsibility. vs. Odd - Read man over Center. vs. Even - Read man over Guard. Run to daylight.
<b>OG</b> vs. 43 - could use 'Fold' Technique. vs. Bubble - Read Center's block.	
<b>OT</b> 2 Back form. - Pass set block End. 1 Back form. - Use Release Technique.	<b>H</b> (Blocker) Block Will/Nickel Will.

<p>SWIM</p>	<p>43 W</p>	
<p>'Brown'</p> <p>43 S</p>	<p>'Cob'</p> <p>UNDER</p>	
<p>'Fold'</p> <p>OVER</p>	<p>UNDER W</p>	
<p>Alert: 'Slip', 'Brown'</p> <p>OVER S</p>	<p>UNDER WIN</p>	
<p>43 WIDE BOSS</p>	<p>OVER S BOSS</p>	<p>UNDER WIN BOSS</p>

**FORMATION: 1-BACK, SPLIT, STRONG**
**PLAY: 5/4 SPRINT DRAW**


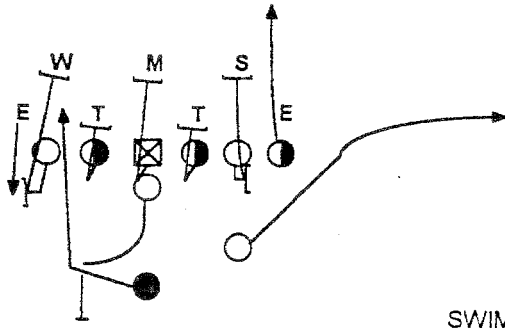
43

OFF-SIDE TACKLE	OFF-SIDE GUARD	CENTER	ON-SIDE GUARD	ON-SIDE TACKLE
2-Release	1	0	1	2 to 3
X	R	Y	L	Z
Run off-Peel back	Route	Route	Ball Carrier	1 Take 2

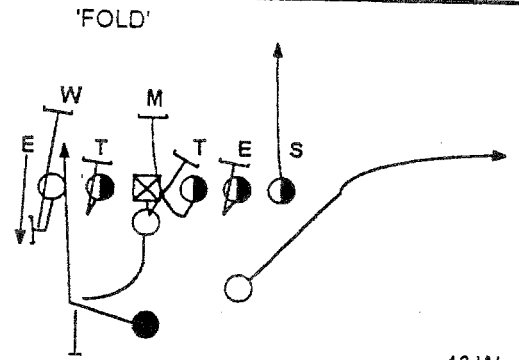
**COACHING POINTS**

Y	Inside release #3. Run Seam Route.	Z	Maximum Split - Run off. If feel losing man - Peel back.
T	Pass set. Invite End to outside. Release to Will.	X	Normal Split - 1 take 2.
G	Pass set. Invite Tackle to inside & maintain block. vs. Bubble - Could Cob block with Center.	QB	Begin drop back - Roll to Ball Carrier - Mesh point is B Gap. Alert - No vs. Force End.
C	Pass set. vs Even - Could use Fold Tech. vs. Bubble onside - Could Cob block. vs. Under W - Could Slip block.	L/R (Ball Carrier)	Pass set to B Gap. Ball security is your responsibility. Run to daylight.  C.P. - QB will bring ball to you. Wait!
OG	Pass set. Invite Tackle to outside. vs. Bubble - Could Slip with Tackle.	R/L (Remaining Back)	Free release - Arrow route.  C.P. - Burst.
OT	Pass set. Invite Tackle upfield, Release Technique.		

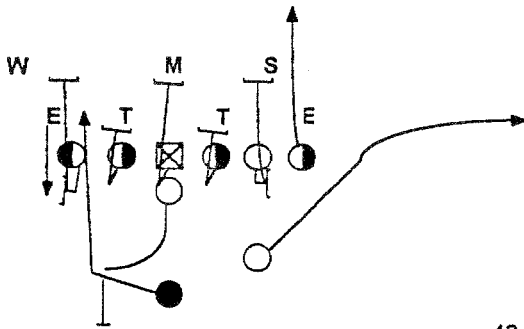
# 5/4 SPRINT DRAW



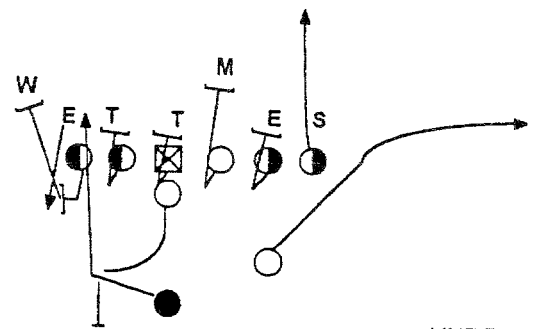
SWIM



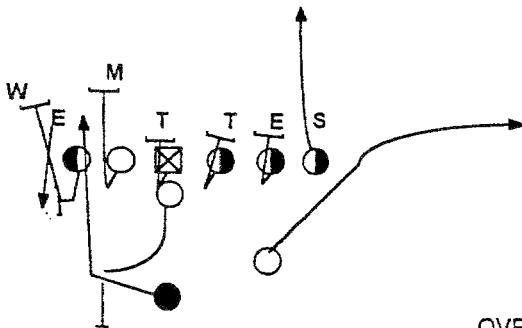
43 W



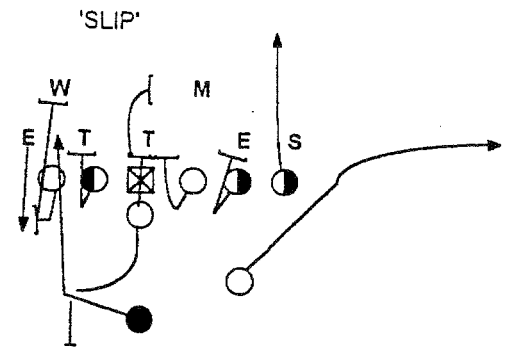
43 S



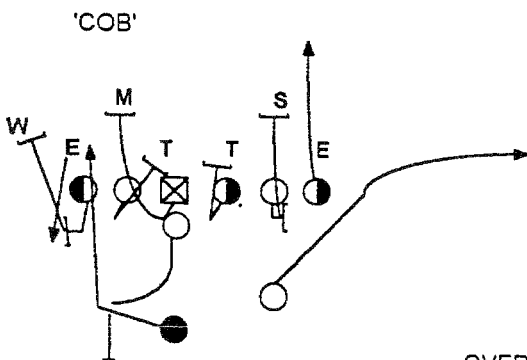
UNDER



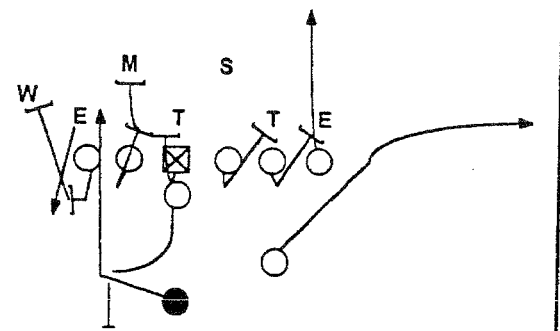
OVER



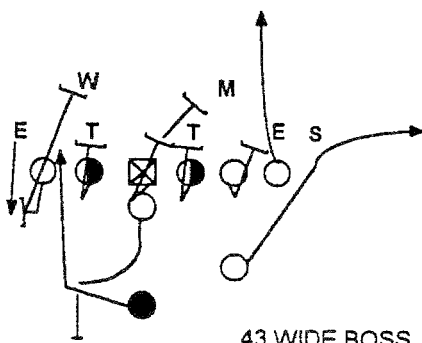
UNDER W



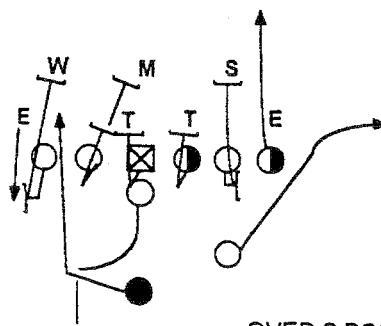
OVER S



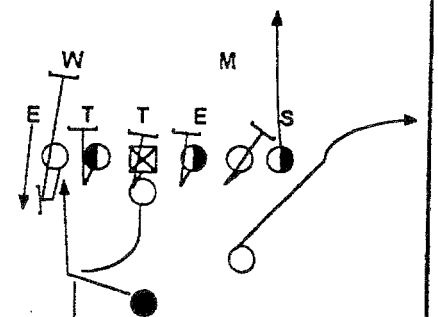
OVER SIN



43 WIDE BOSS

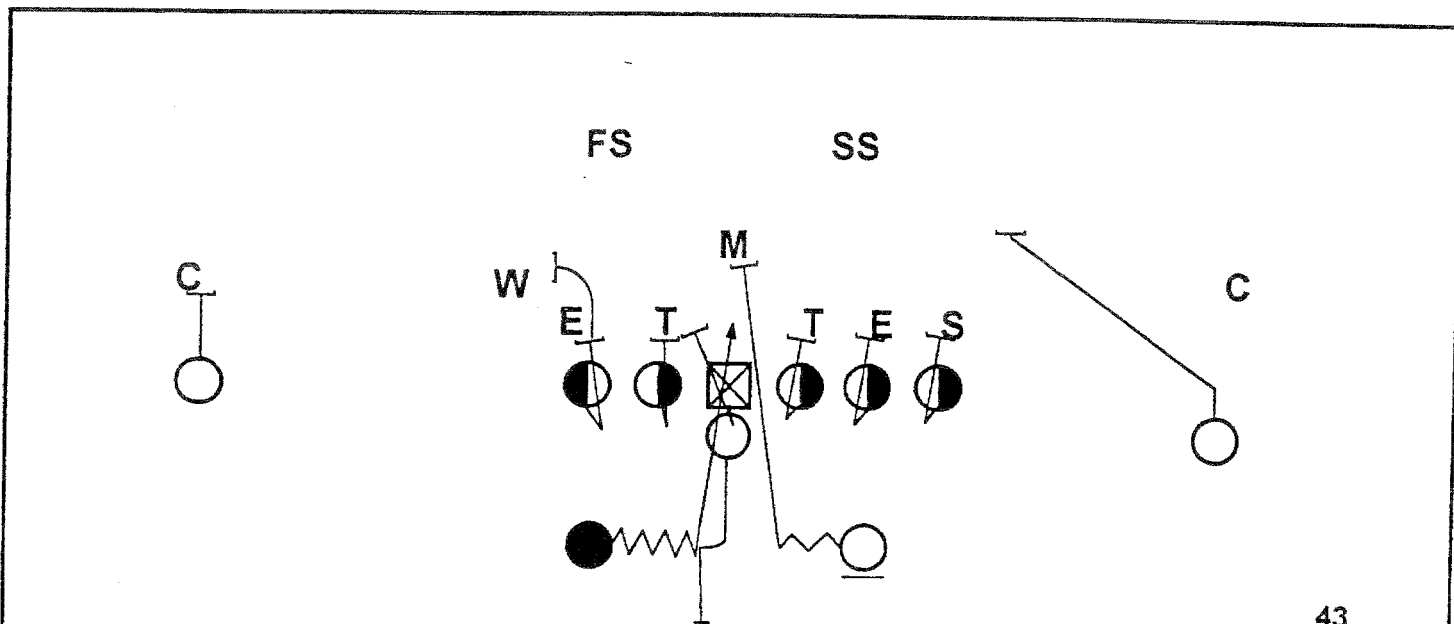


OVER S BOSS



**FORMATION:** SPLIT, STRONG, I

**PLAY:** 4/5 LEAD DRAW (Strong)



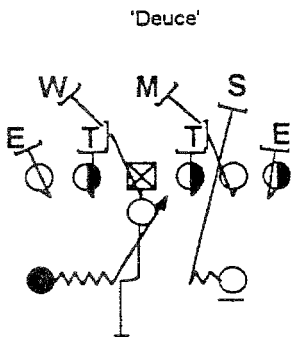
43

OFF-SIDE TACKLE	OFF-SIDE GUARD	CENTER	ON-SIDE GUARD	ON-SIDE TACKLE
2 Release	1	1 Away vs. Odd - 0	1 vs. Under - 0	2 vs. Exchange - 1
X	L	Y	R	Z
Deep 1/3	Ball Carrier	3	1st Stacked LB	Force

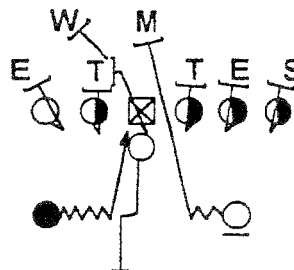
### COACHING POINTS

Y	Pass set - Block 3 inside out. Maintain block - Get movement.	Z	Minimum split - Block force.
T	Pass set - Block #2. vs. Exchange - Strong deuce block to ILB.	X	Cut off deep 1/3.
G	Pass set. vs. Bubble - Ace block. vs. Exchange - Deuce block to ILB.	QB	Quick 3 step drop. 1st two steps - sell pass. Underneath handoff to ball carrier in A-Gap. Set up for pass.
C	Pass set. vs. Even - 1 Away(Buddy block with off-Guard.) vs. Odd - 0 (Strong Slip with off-Guard.)	R/L (Blocker)	Block 1st stacked LB from outside-in. Bob/Bomb. Pass set to A Gap. As you approach A Gap search LBer. Take easiest path.
OG	Pass set - Block #1. vs. Force End - Fan. vs. 43 & Over - Strong Buddy block w/ Center. vs. Over - Alert - Mike Run Thru.	L/R (Ball Carrier)	Pass set to A Gap. Ball security is your responsibility. Read lead Back - Run to daylight.
OT	Pass set. vs. Forced End - Fan.		

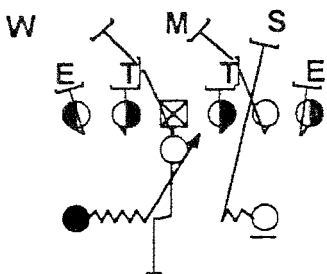
4/5 LEAD DRAW



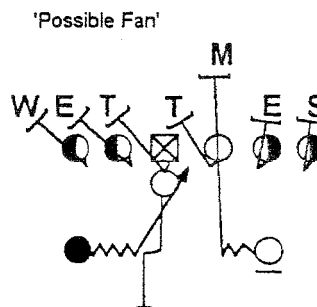
SWIM



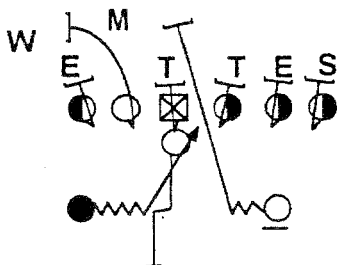
43 W



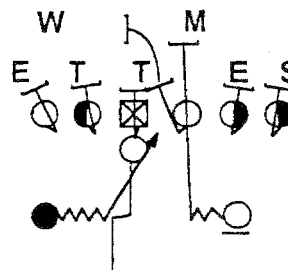
43 S



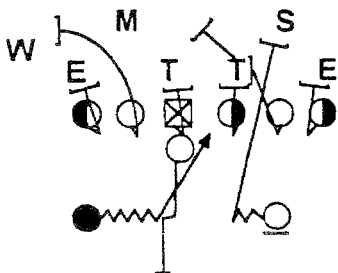
UNDER



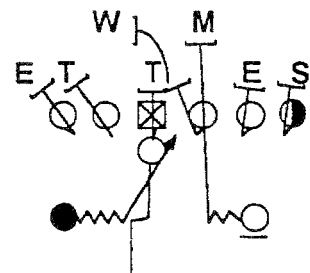
OVER



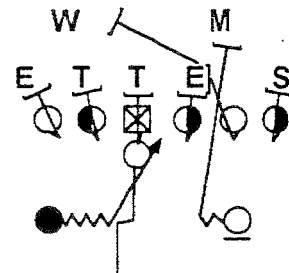
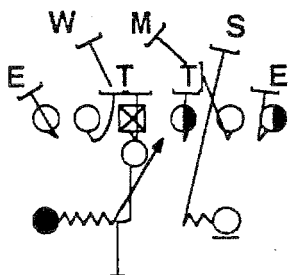
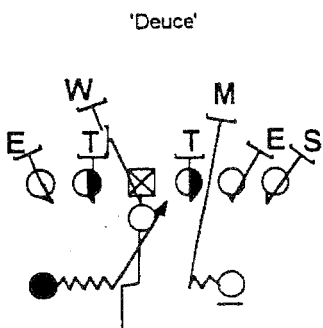
UNDER W



OVER S



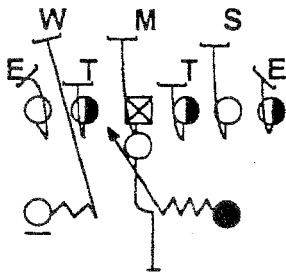
UNDER WIN



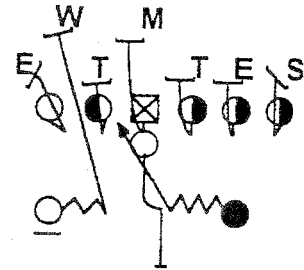




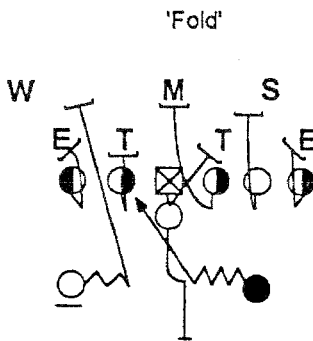
# 5/4 WEAK DRAW



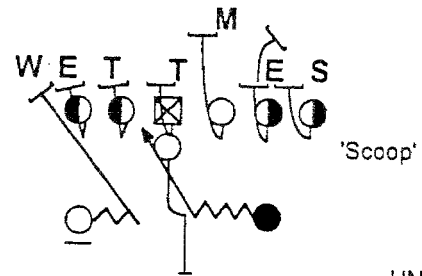
SWIM



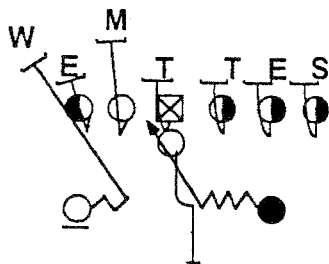
43 W



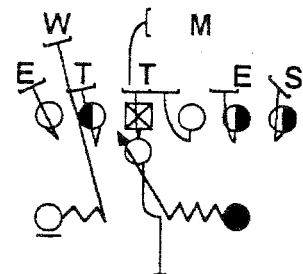
43 S



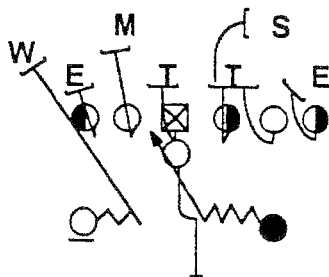
UNDER



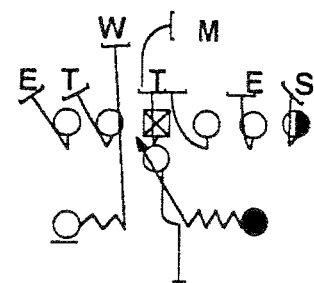
OVER



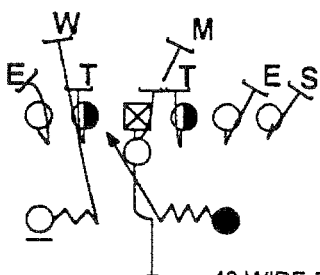
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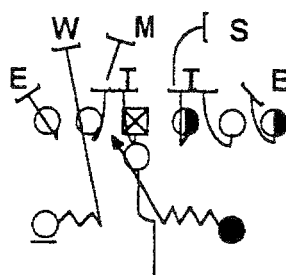
OVER S



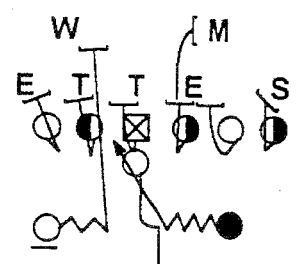
UNDER WIN



43 WIDE DOGG



43 WIDE DOGG



43 WIDE DOGG

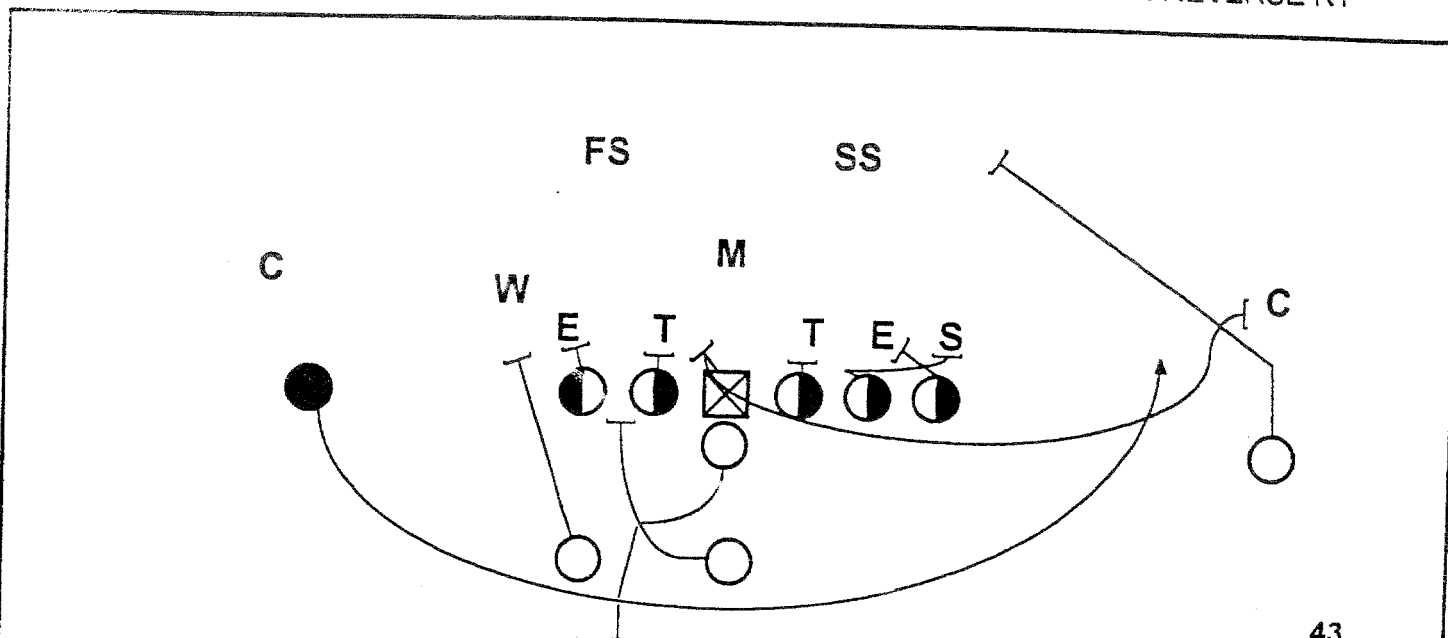
# SAINTS



## SPECIAL PLAYS

**FORMATION:** WEAK, FAR

**PLAY:** FAKE 15/35 BLUNT - X REVERSE RT



43

OFF-SIDE TACKLE	OFF-SIDE GUARD	CENTER	ON-SIDE GUARD	ON-SIDE TACKLE
2	2	0 vs. Even - Pull & Lead	1. vs. Bubble - Pull and Lead	Wipe off vs. Exchange - 1
X	R	Y	L	Z
Ball Carrier	Will	Wipe Off vs. Exchange - 3	Fake Blunt	Block #4

### COACHING POINTS

Y	Wipe off block with Tackle vs. Exchange - Block #3	Z	Block Strong Safety
T	Wipe off block with Tight End vs. Exchange - block 1(Scissors Technique)	X	Ball Carrier - Nasty split Take hand off from QB
G	vs. Even - Block 1 vs. Bubble - influence, then Pull & Lead.	QB	Fake Blunt - Hand ball to X on Reverse.
C	vs. Even - Pull and Lead	L/R	Fake Blunt
OG	vs. Bubble - Block man over, then release inside	R/L	Block Will
OT	Block #2		

<p>SWIM</p>	<p>43 W</p>
<p>43 S</p>	<p>UNDER</p>
<p>OVER</p>	<p>UNDER W</p>
<p>OVER S</p>	<p>UNDER WIN</p>
<p>OVER SIN</p>	<p>52</p>

43 W

UNDER

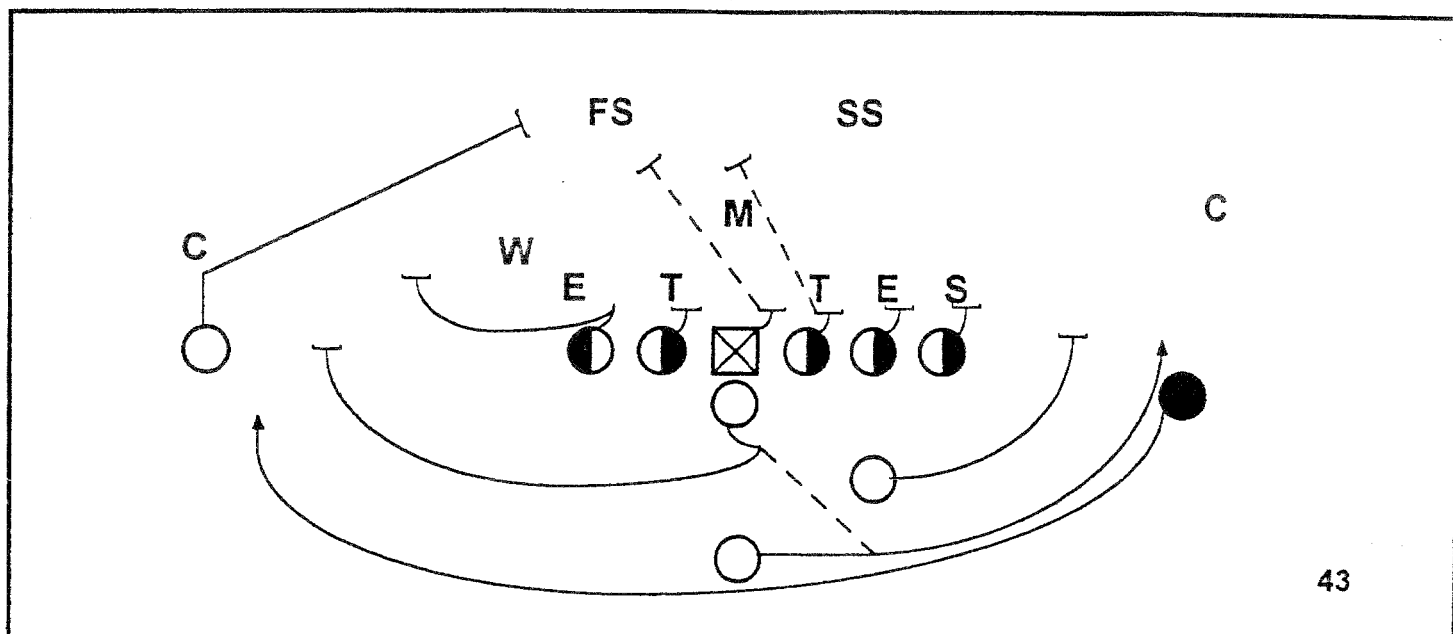
UNDER W

UNDER WIN

52

**FORMATION:** I, STRONG, NEAR

**PLAY:** 18/38 TOSS Z-REVERSE LT/RT

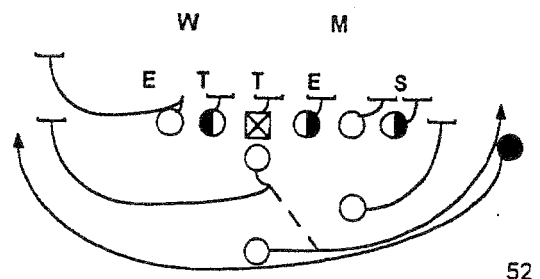
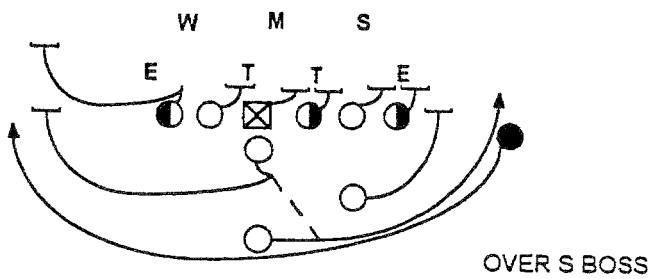
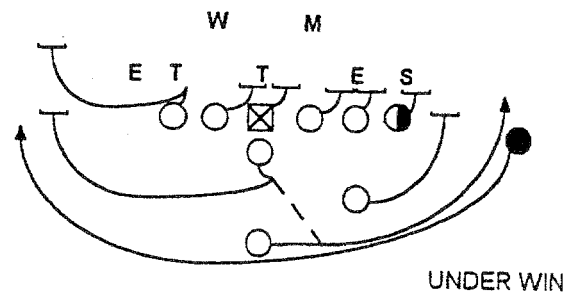
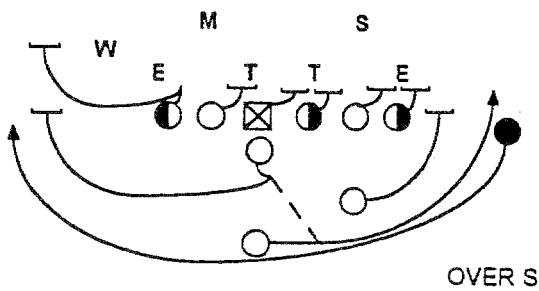
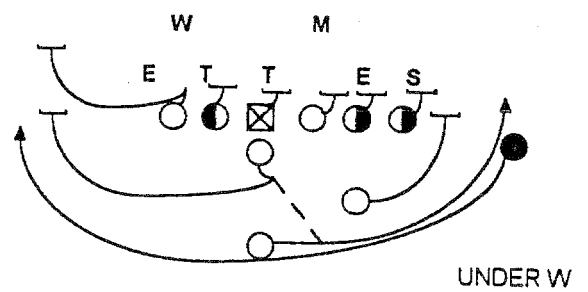
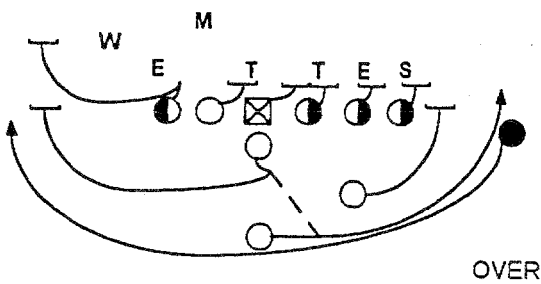
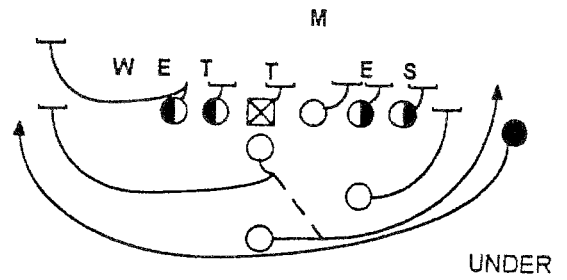
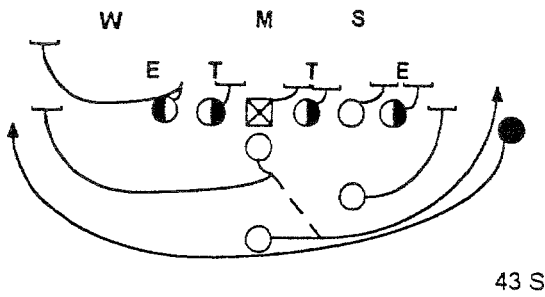
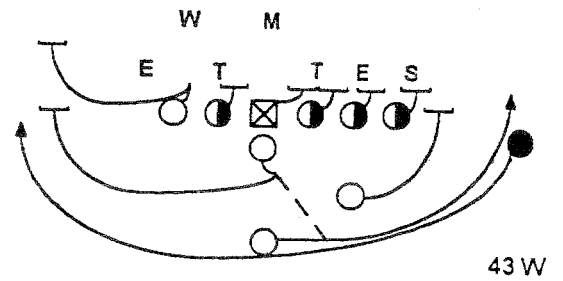
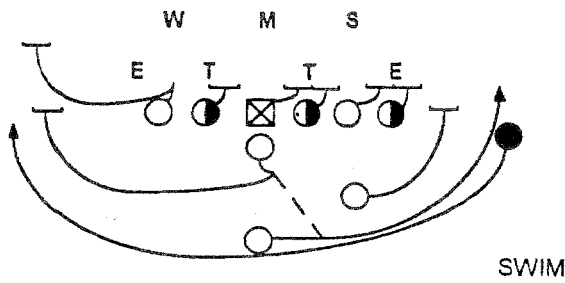


OFF-SIDE TACKLE	OFF-SIDE GUARD	CENTER	ON-SIDE GUARD	ON-SIDE TACKLE
2	1	0	1	Release - Peel
X	R	Y	L	Z
Block #4	Block	3	Handoff	Ball Carrier

### COACHING POINTS

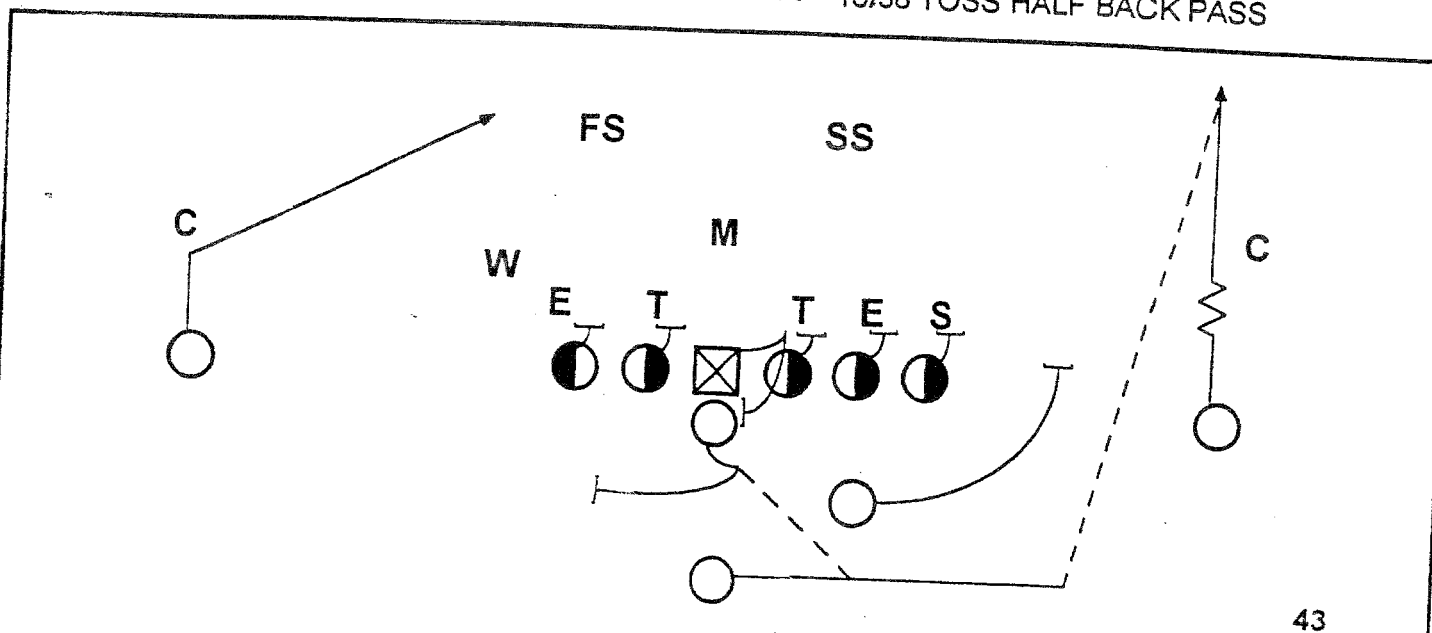
Y	Maintain Block on #3.	Z	Ball carrier - 7 yard split Adjust to Running Back and take handoff - Run wide. Alert: Motions
T	Release inside - Then peel to outside.	X	Block free safety
G	Block #1 - Release to outside.	QB	Execute Toss - Block End.
C	Block #0 - Release to outside,	L/R	Run Toss Strong On top handoff to Z.
OG	Maintain Block on #1. vs. Bubble - Block #0 then release to outside.	R/L	Run Toss Strong. Protect Hand off point.
OT	Maintain Block on #2.		

18/38 TOSS - Z REVERSE LT/RT



**FORMATION:** I, STRONG, NEAR

**PLAY:** 18/38 TOSS HALF BACK PASS



43

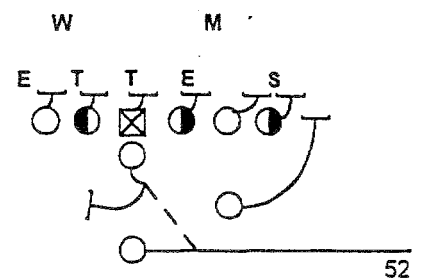
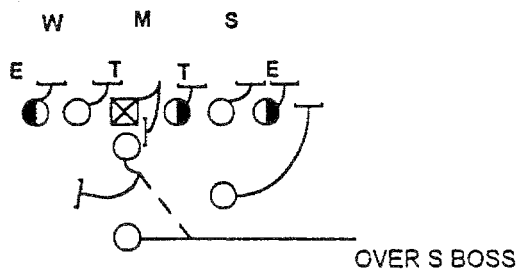
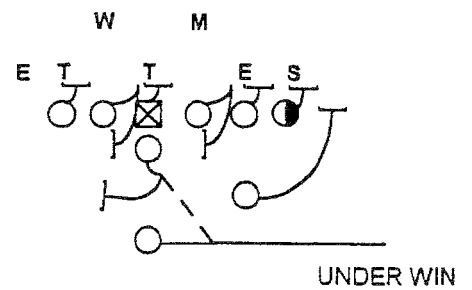
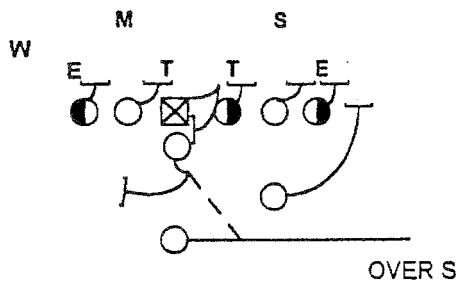
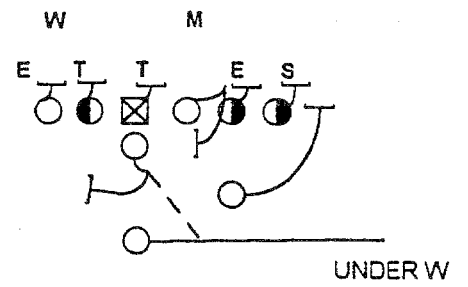
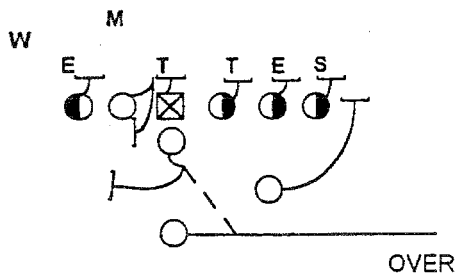
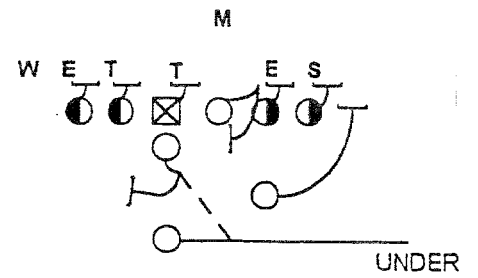
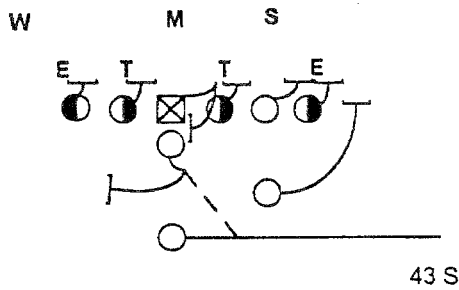
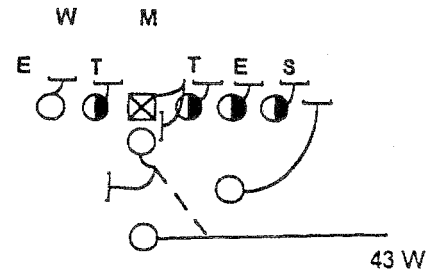
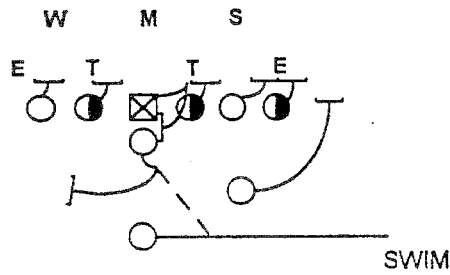
OFF-SIDE TACKLE	OFF-SIDE GUARD	CENTER	ON-SIDE GUARD	ON-SIDE TACKLE
2	1	0	1	2
X	R	Y	L	Z
3 Route	Block	3	Passer	9 Route

### COACHING POINTS

Y	Maintain Block on #3.	Z	9 Route.
T	Maintain Block on #2.	X	Occupy the Safety.
G	Maintain Block on #1. Uncovered - Double Read to Backside.	QB	Execute Toss - Block Backside End.
C	Block #0. Uncovered - Double Read to Backside.	R/L (Thrower)	Run Toss Strong. Sell run / Read Corner.
OG	Block #1. Uncovered - Double Read to Backside.		
OT	Maintain Block on #2.	L/R (Blocker)	Run Toss Strong. Sell run.



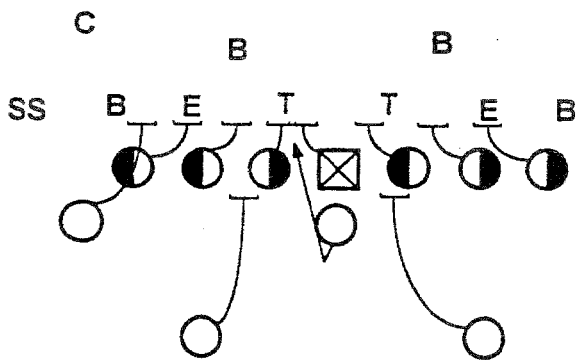
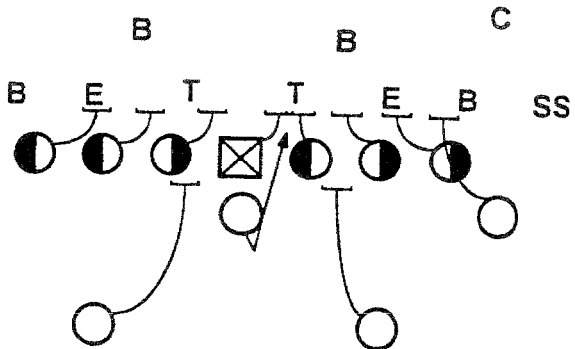
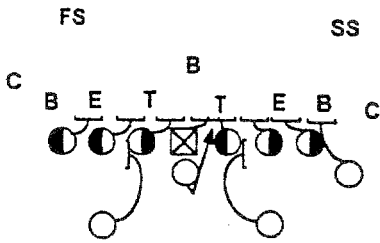
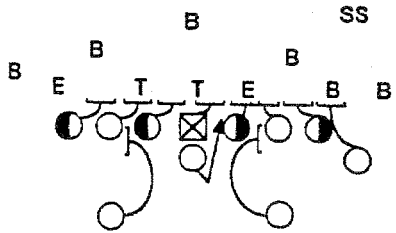
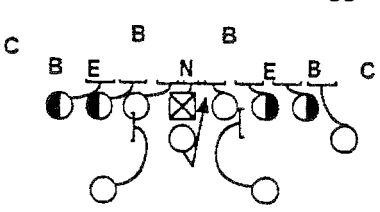
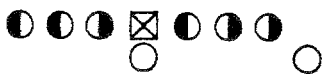
# 18/38 TOSS - HALF BACK PASS



# SAINTS



## GOAL LINE & SHORT YARDAGE

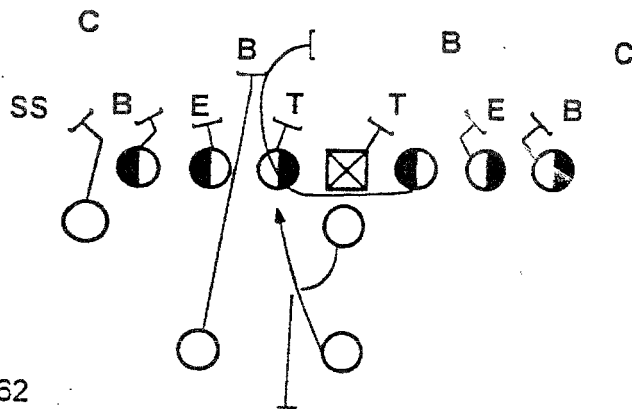
<b>FORMATION:</b> SPLIT LEFT	<b>FORMATION:</b> SPLIT RIGHT
<b>PLAY:</b> QB SNEAK - WEDGE LT	<b>PLAY:</b> QB SNEAK - WEDGE RT
 <p>62</p>	 <p>62</p>
QB:	Sneak to direction called.
X:	Wedge inside man.
Y:	Wedge inside man.
Z:	Wedge inside man.
R/L:	Seal.
L/R:	Seal.
T:	Wedge inside man.
G:	Wedge with Center.
C:	Wedge at hole.
OG:	Wedge inside man.
OT:	Wedge inside man.
 <p>61</p>	 <p>BEAR</p>
 <p>34</p>	

**FORMATION:** NEAR, STRONG LEFT

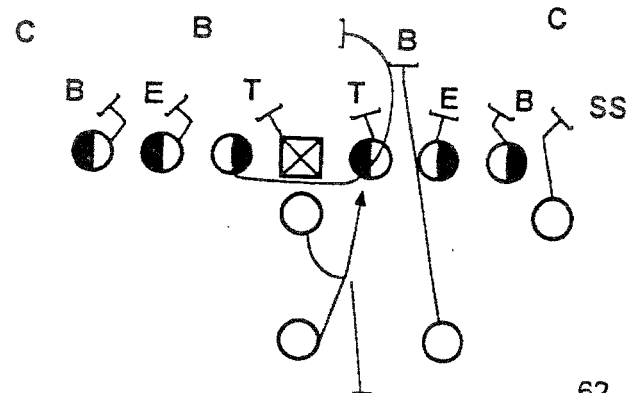
**FORMATION:** NEAR, STRONG RIGHT

**PLAY:** 35/15 LEAD-O

**PLAY:** 34/14 LEAD-O



62



62

**QB:** Reverse to 5/7 O'clock - Don't force Back wide. Set up for pass.

**X:** Block #3 - seal Backside. vs. 62 - #4

**Y:** Block #3. vs. 62 - #4

**Z:** Block #4. vs. 62 - #5

**R/L:** Ball Carrier - Aim at outside leg of Guard. Lead Step / Crossover.

**L/R:** Blocker - Lead on inside Backer.

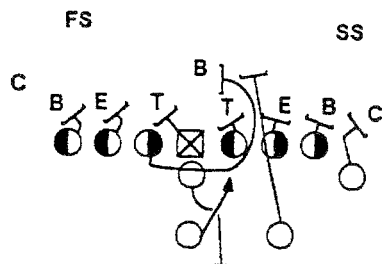
**T:** Block #2. vs. 62 - #3

**G:** Angle block down.

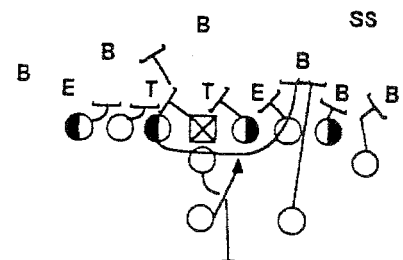
**C:** Block #1 away.

**OG:** Pull and Lead thru the hole.

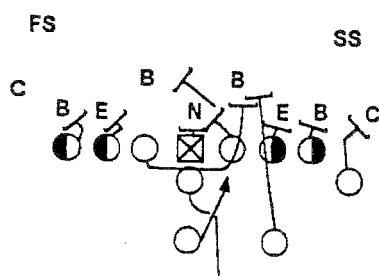
**OT:** Block #2.



61

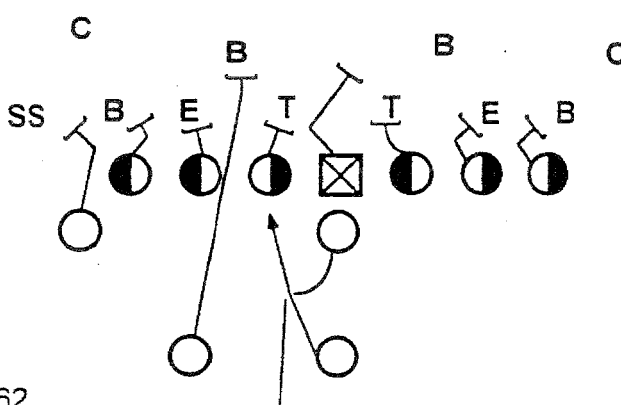
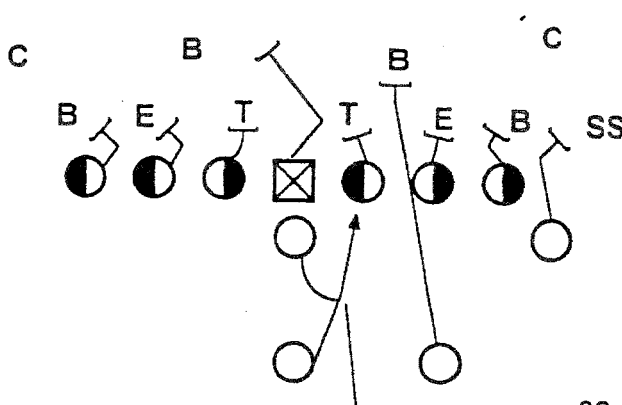
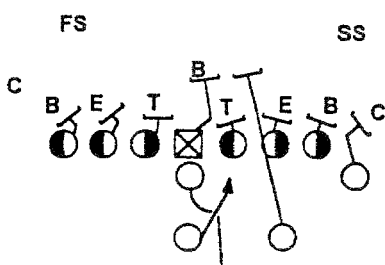
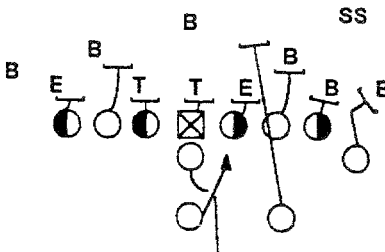
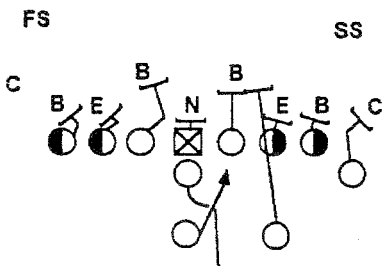



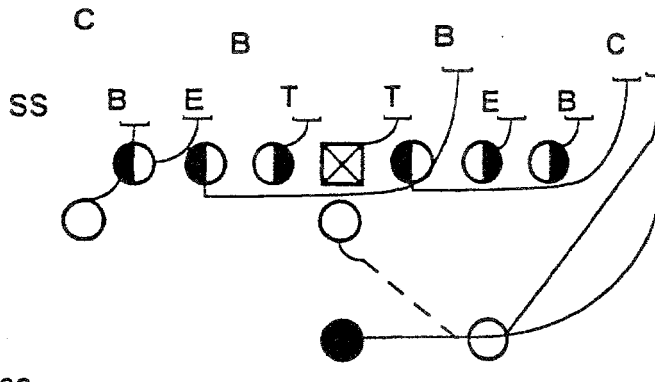
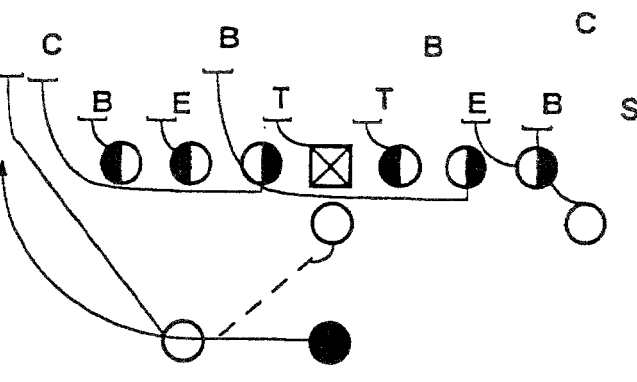
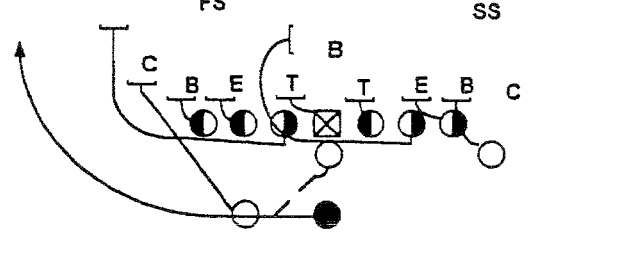
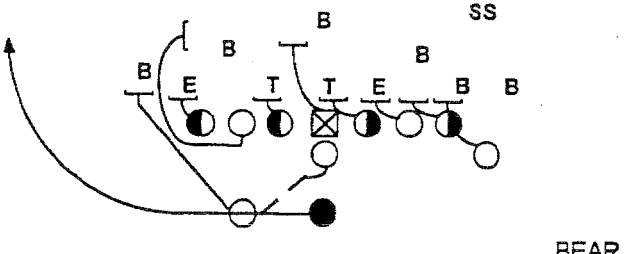
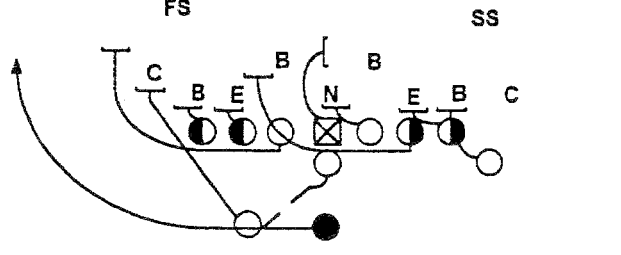
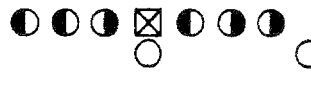
BEAR

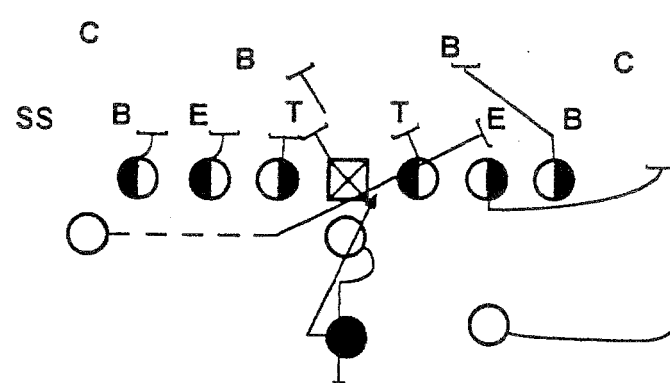
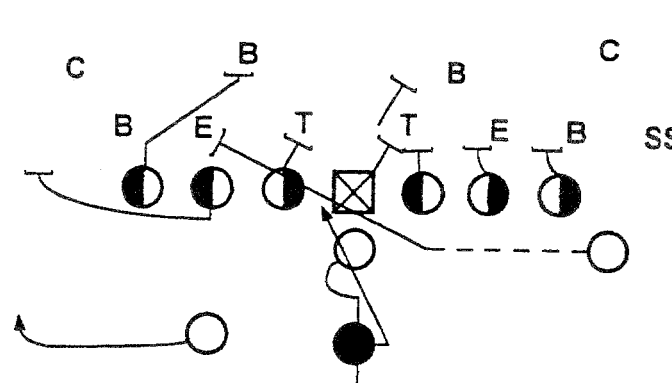
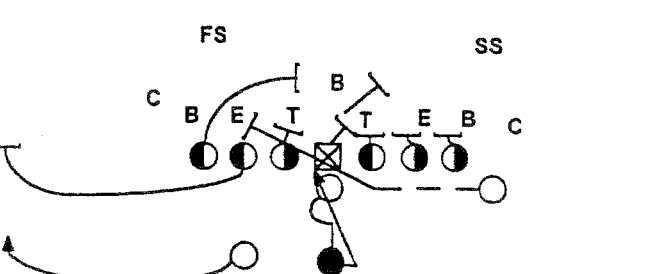
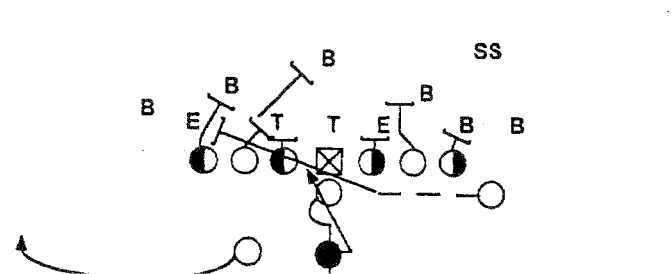
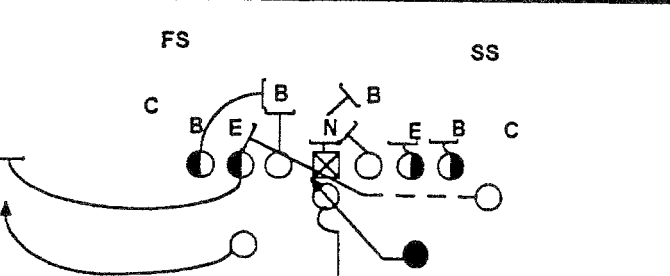
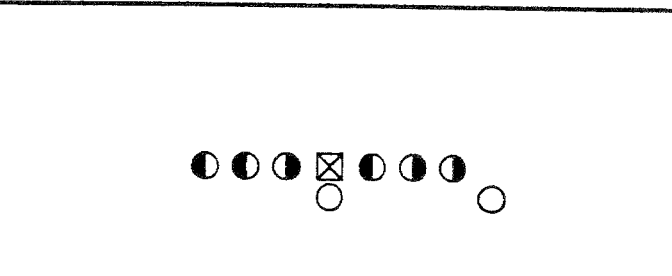


34



<b>FORMATION:</b> NEAR, STRONG LEFT		<b>FORMATION:</b> NEAR, STRONG RIGHT	
<b>PLAY:</b> 35/15 LEAD		<b>PLAY:</b> 34/14 LEAD	
 <p>62</p>		 <p>62</p>	
QB:	Reverse to 5/7 O'clock - Don't force Back wide. Set up for pass.		
X:	Block #3 - seal Backside. vs. 62 - #4		
Y:	Block #3. vs. 62 - #4		
Z:	Block #4. vs. 62 - #5		
R/L:	Ball Carrier - Aim at outside leg of Guard. Lead step / Crossover.		
L/R:	Blocker - Lead on inside Backer.		
T:	Block #2. vs. 62 - #3		
G:	Angle block down.		
C:	Block #0 - Buddy Block with Guard.		
OG:	Block #1 - vs Bubble - Buddy Block with Center.		
OT:	Block #2.		
 <p>61</p>		 <p>BEAR</p>	
 <p>34</p>			

FORMATION: FAR, WEAK, I LEFT	FORMATION: FAR, WEAK, I RIGHT
PLAY: 38/18 TOSS	PLAY: 39/19 TOSS
 <p>62</p>	 <p>62</p>
QB:	Quick reverse pivot - Toss to back. Fake Bootleg.
X:	Block #3 - (Reach). vs. 62 - #4
Y:	Reach inside #2. vs. 62 - #3
Z:	Seal inside #3. vs. 62 - #4
R/L:	Ball Carrier. 3 Position - Belly step/Crossover. 1 Position - Open step/Crossover.
L/R:	Blocker - Block outside man.
T:	Block #2. vs. 62 - #3
G:	Pull - search for Mike or WS.
C:	Reach on 1.
OG:	Reach Block.
OT:	Reach Block.
 <p>61</p>	 <p>BEAR</p>
 <p>34</p>	

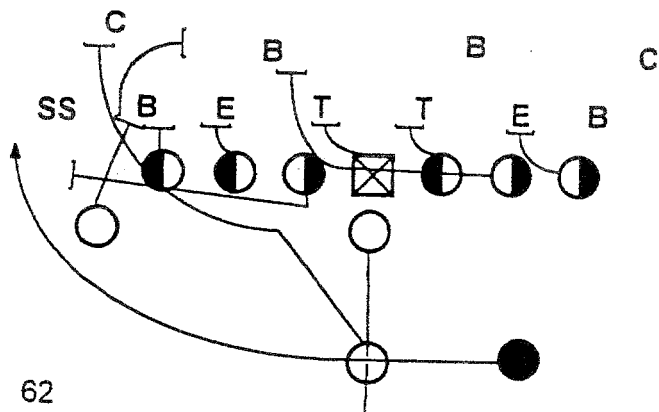
FORMATION: FAR LT Z-SHORT (SPLIT)		FORMATION: FAR RT Z-SHORT (SPLIT)	
PLAY: 34/24 TOSS Z-WHAM		PLAY: 35/45 TOSS Z-WHAM	
			
62		62	
QB:	Quick open spin, underneath handoff to Ball Carrier. C.P. - Snap ball when Z is in backside B-Gap.		
X:	Blast technique (Block 1st Backer inside)		
Y:	Reach inside #2. vs. 62 - #3		
Z:	Motion - Wham 1st lineman outside Guard.		
R/L:	Ball Carrier. 2/4 Position - Jab step/Crossover - Under Ball Handling with QB. Aim point outside hip of Guard. Read Wham Block. 3 Position - Counter Jab step - Trap path - Read Wham Block.		
L/R:	Fake Toss. Look and Reach for ball.		
T:	Pull influence.		
G:	Block 1st man inside.		
C:	Buddy block with Off Guard, Wall off LBer.		
OG:	Buddy block with Center, Wall off LBer.		
OT:	Block #3. vs. 62 - #4		
			
61		BEAR	
			
34			

<b>FORMATION: NEAR RIGHT Z-MOTION (I RT)</b>		<b>FORMATION: NEAR LEFT Z-MOTION (I LT)</b>	
<b>PLAY: 49/19 G</b>		<b>PLAY: 28/18 G</b>	
 62		 62	
QB:	Open to 6:00 - hand ball to Back directly behind Center.		
X:	Reach inside #2. vs. 62 - #3.		
Y:	Block #3. vs. 62 - #4.		
Z:	Block 1st man outside Y.		
R/L:	Blocker - Track inside Linebacker. Take easiest Path.		
L/R:	Ball Carrier. Open step/Crossover - Take Power-O Path. Read Guard's Block. 1 Position - C.P.		
T:	#2 - vs. Exchange #1.		
G:	Pull 1st man outside WR.		
C:	Reach block on #1. vs. Odd - 0, could slip.		
OG:	#1 - (Reach)		
OT:	#2 - (Reach)		
 61		 BEAR	
 34		 34	



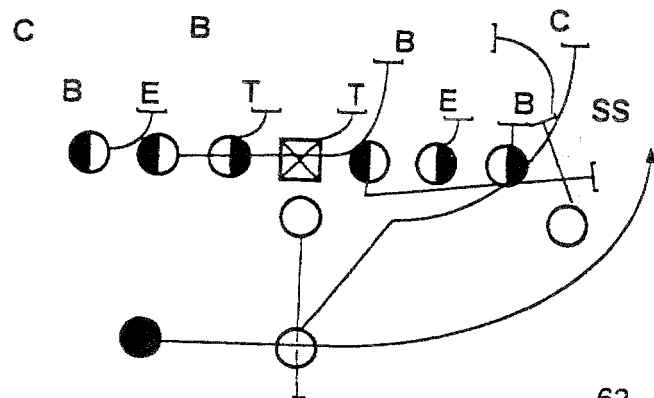
**FORMATION:** FAR LEFT (I LT)

**PLAY:** 49/19 G CRACK



**FORMATION:** FAR RIGHT (I RT)

**PLAY:** 28/18 G CRACK



**QB:** Open to 6:00 - Get ball to RB directly behind Center.

**X:** Reach inside #2. vs. 62 - #3.

**Y:** Buddy block with Z on #3 to Mike. vs. 62 - #4.

**Z:** Buddy block with Y on #3 to Mike. vs. 62 - #4.

**R/L:** Blocker - Lead Thru Hole. Read Guard's Block. MDM. Aware Inside LBer.

**L/R:** Ball carrier. Open step/Crossover - Take Power-O Path. 1 Position - C.P.

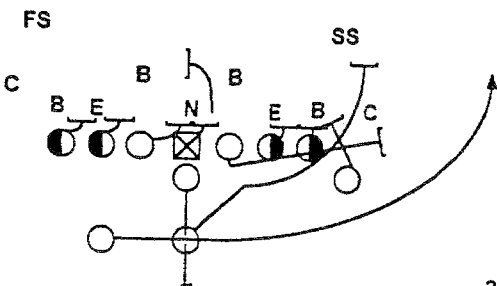
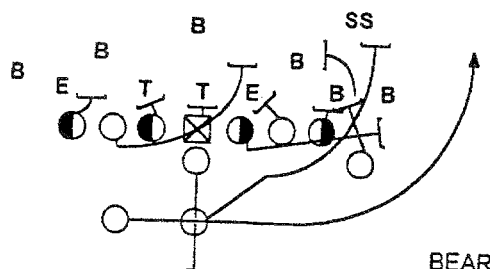
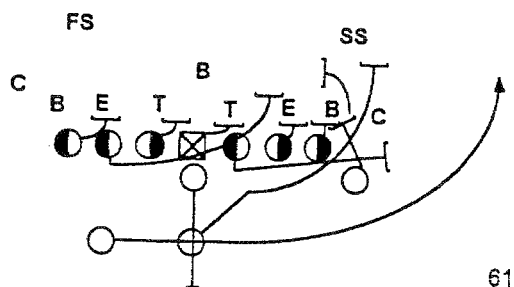
**T:** Block #2. vs. Exchange - Block #1.

**G:** Pull - Block 1st Force.

**C:** Reach on #1.

**OG:** Angle Block.

**OT:** Pull and clean up.

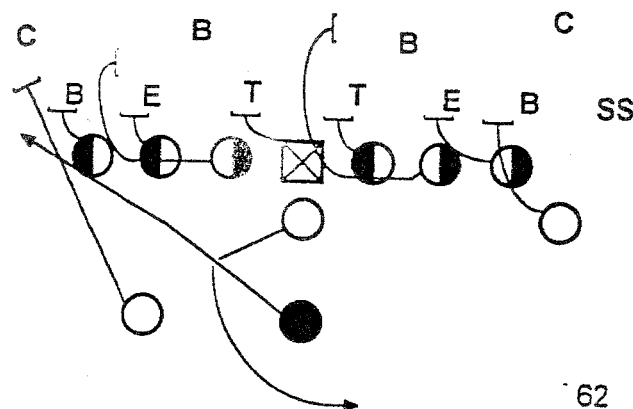
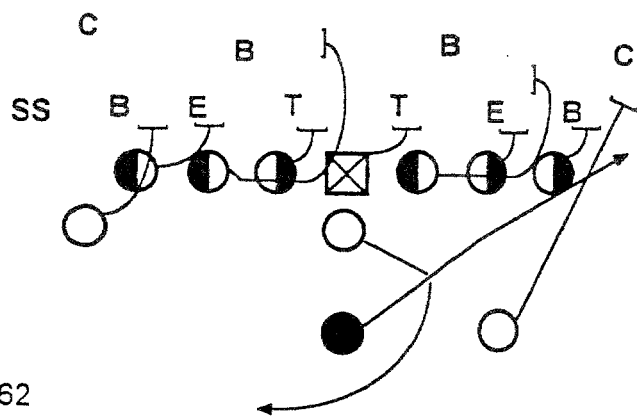


**FORMATION:** FAR LEFT (I LT)

**FORMATION:** FAR RIGHT (I RT)

**PLAY:** 36/16 SLANT

**PLAY:** 37/17 SLANT



**QB:** Open to 4/5 O'clock - Get ball to Back. Fake Naked. C.P. - Ball Carrier in 3 position - Reverse Pivot.

**X:** Block #3. vs. 62 - #4

**Y:** Reach inside #2. vs. 62 - #3

**Z:** Seal inside #3. vs. 62 - #4

**R/L:** Ball carrier. Lead step/Crossover. Read TE's Block. C.P. - Key LBer.

**L/R:** Blocker. Block outside man. Alert 'Chip' with TE/OT - Easiest Path.

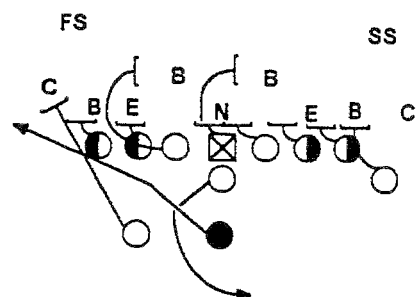
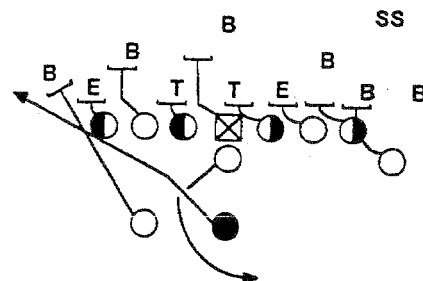
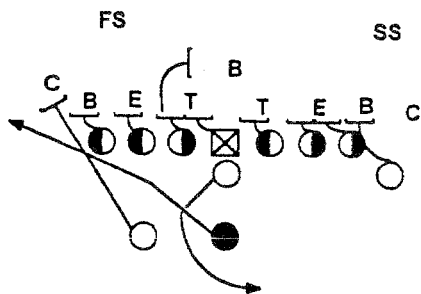
**T:** Block #2. vs. 62 - #3

**G:** vs. 6-2 - Pull and reach.

**C:** Reach on #1. vs. Bubble - slip with Off Guard.

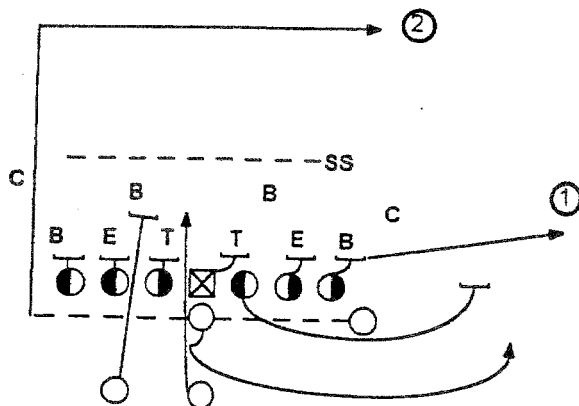
**OG:** Block #1. vs. Bubble - slip with Center.

**OT:** Block #2. vs 62 - Pull for offside LBer.



**FORMATION:** NEAR, STRONG LT Z-MOTION

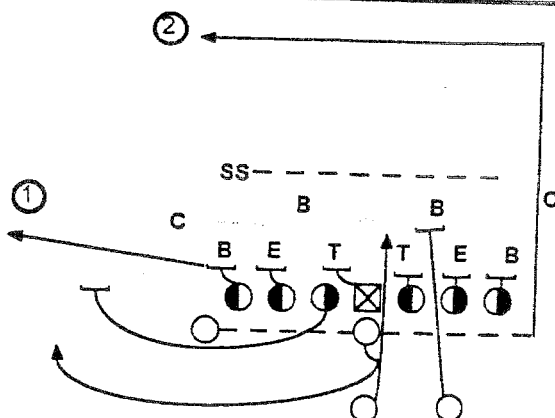
**PLAY:** FAKE 31/11 DIVE QB ROLL RIGHT



62

**FORMATION:** NEAR, STRONG RT Z-MOTION

**PLAY:** FAKE 30/10 DIVE QB ROLL LEFT



62

QB: Reverse pivot - Roll right - Break contain - X / Z / Run. C.P. - Let Back make fake.

X: Block man on.

Y: Slam man on 1 count - Release to flat.

Z: Go in motion - Release downfield - Get 2 yards from back of endzone - Come across.

R/L: Fake Dive. In the A-Gap. C.P. - Good sell - Fake is all you.

L/R: Dive in the B-Gap.

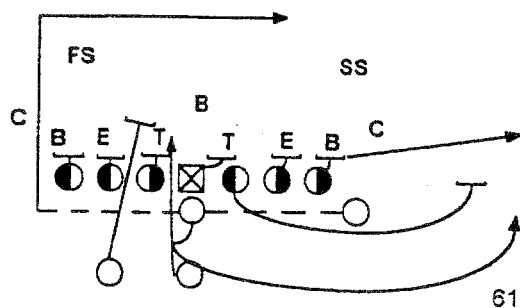
T: Block #2. vs. 62 - #3

G: Pull.

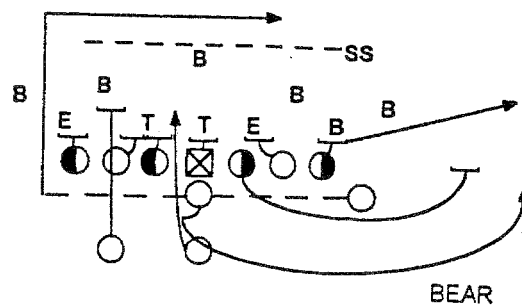
C: Reach to offside. vs. Odd - Block 0.

OG: Block #1.

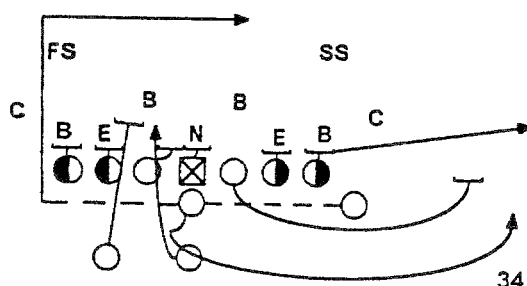
OT: Block #2. vs. 62 - #3



61



BEAR

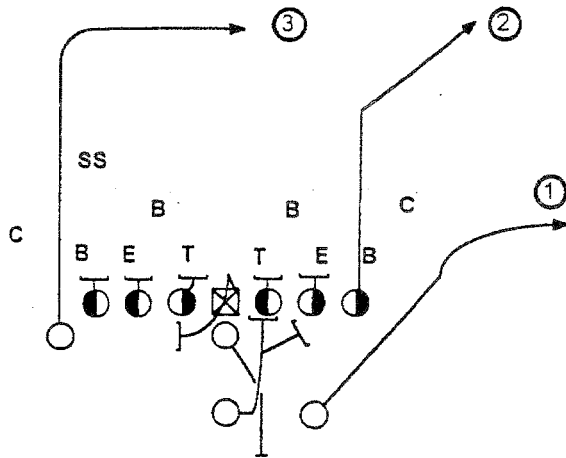


34



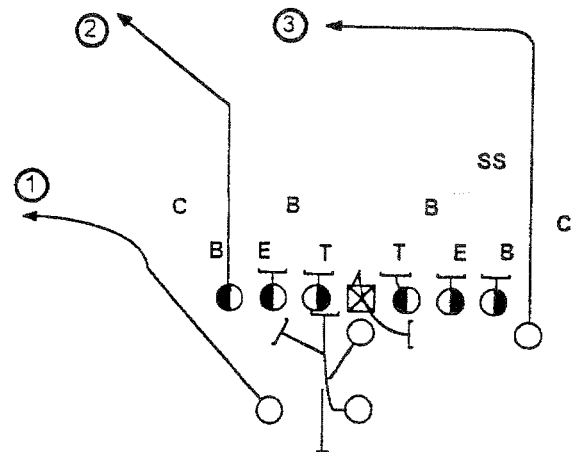
**FORMATION:** FAR LEFT

**PLAY:** FAKE 34/14 BLUNT ARROW/CORNER



**FORMATION:** FAR RIGHT

**PLAY:** FAKE 35/15 BLUNT ARROW/CORNER



**QB:** Reverse to 7:00(5:00) - Set up quickly behind Guard at 5 yards deep - Read progression.

**X:** Run Route - Corner.

**Y:** Block man on.

**Z:** Run Route - Get 2 yards from back of end zone - Come across

**R/L:** Fake Blunt - Dual Read - Backer to Corner.

**L/R:** Run Route - Free Release - Arrow.

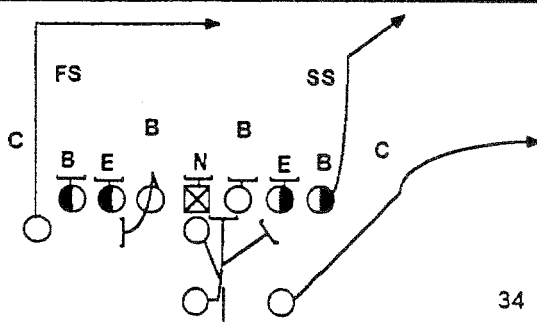
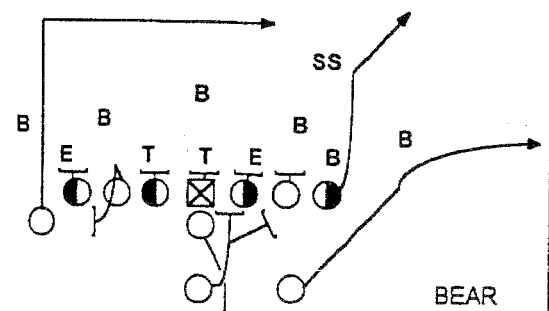
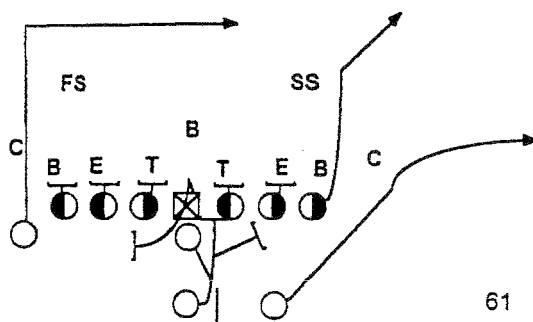
**T:** Block #2.

**G:** Block #1.

**C:** Block 0. Double read to offside if uncovered.

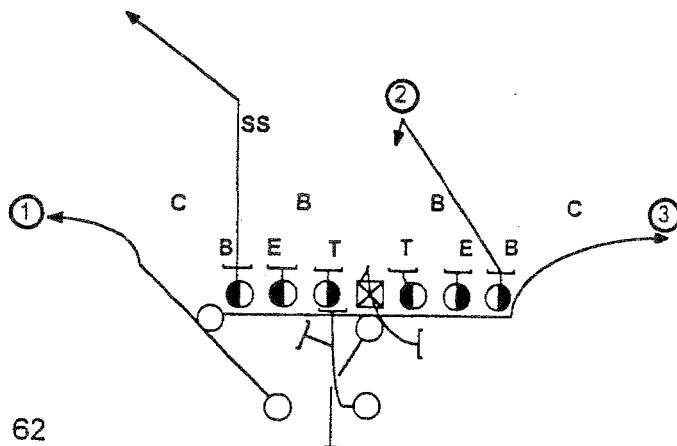
**OG:** Block #1. vs. Bubble - Double read to offside.

**OT:** Block #2. vs. Exchange look - Double read to offside.



**FORMATION:** NEAR LEFT

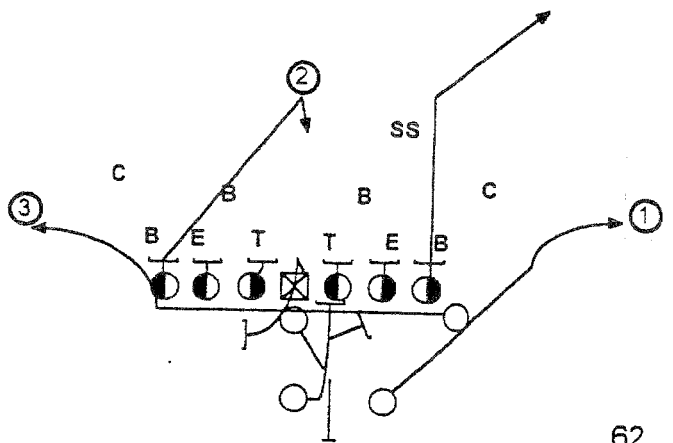
**PLAY:** Fake 34/14 Blunt Arrow/Corner Z-Behind



62

**FORMATION:** NEAR RIGHT

**PLAY:** Fake 35/15 Blunt Arrow/Corner Z-Behind



62

**QB:** Reverse to 7:00(5:00) - Set up quickly behind Guard at 5 yards deep - Read progression.

**X:** Block #3. vs. 62 - #4. - Release Hook up over the ball.

**Y:** Block # 3. vs. 62 - #4. Release - Run Corner Route.

**Z:** Release behind LOS - Run Arrow Route.

**R/L:** Fake Blunt - Dual Read - Backer to Corner.

**L/R:** Run Route - Free Release Arrow.

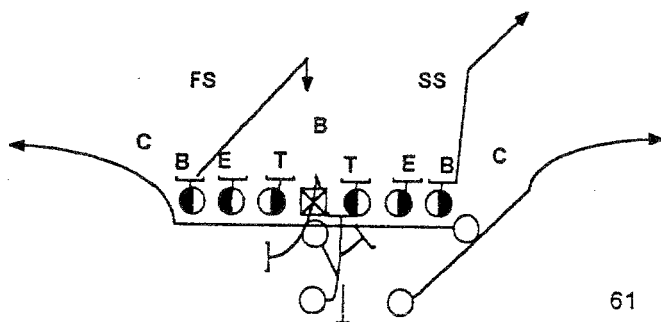
**T:** Block #2.

**G:** Block #1.

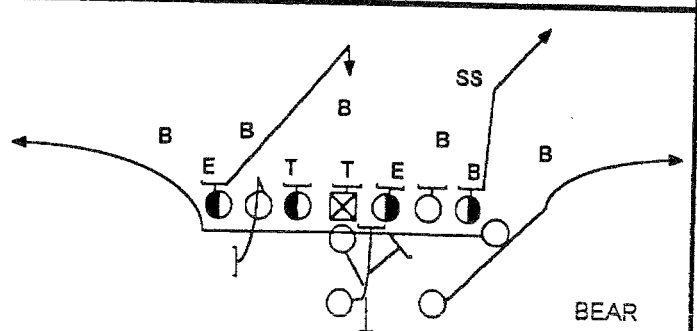
**C:** Block 0. Double read to offside if uncovered.

**OG:** Block #1. vs. Bubble - Double read to offside.

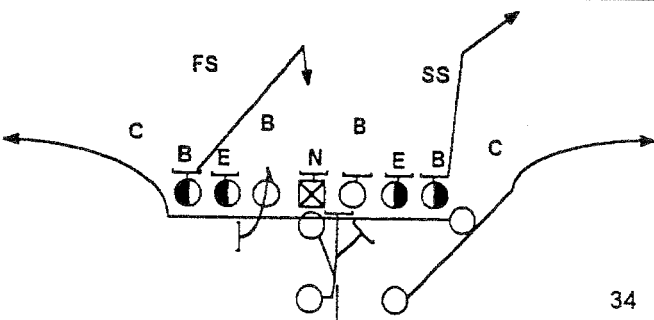
**OT:** Block #2. vs. Exchange look - Double read to offside.



61



BEAR



34



# SAINTS



## PROTECTIONS

## PASS PROTECTION

In order for us to have consistency in our passing attack, the 5 linemen must not only work individually, but collectively into one well coordinated unit. We must be able to anticipate the other's moves and make the proper adjustments accordingly without hesitation. Only through a disciplined atmosphere, with proper communication and experience, will we be able to accomplish this. You must constantly strive to build team and personal pride in your ability to protect the passer.

You must understand the following principle before you will be a sound pass protector. "Pass Protection is no more than getting and maintaining proper body position with tactics used to slow up the rusher. You must be able to let him make the first move and commit himself while you absorb his attack in a passive manner." The rusher has all the advantage because he can use his hands, come hard and be reckless with his body and do anything to get to the passer. You must be able to take whatever he has to offer, keeping your poise and thinking only of keeping the QB on his feet.

For pocket protection we will always try to have our big men on their big men with the center and guards basically responsible for defensive tackles and Mike, while our tackles will be responsible for defensive ends. Of course, at times, we will use an "AREA" technique versus End-Tackle, Tackle-Tackle, or Tackle-Mike games. The center with the two guards will be responsible for the depth of the pocket while the two tackles are responsible for maintaining the width of the pocket. If one of you ends up free, you will be free to help out anyone needing it, but be aware of the QB and take first defender breaking through the wall for him.

### COACHING POINTS FOR LINE PASS PROTECTION

1. Offensive linemen may assume the QB will set up and throw at 9 yards a DEPTH from line of scrimmage. 3 Step - 5 Step - 7 Step.
2. Make your INITIAL stand on or near line of scrimmage and position yourself directly between rusher and the passer. The manner of setting depends on the alignment of the rusher.
3. Always let rusher make first commitment because over-anxiousness and aggressiveness will get you into trouble.
4. Take and respect all INSIDE fakes but NEVER go after an outside fake by rusher. Merely slide to favorable position to intercept him and keeping between him and passer.
5. In preparation to accept the rusher's charge, don't think in terms of using a certain shoulder. Keep the center of your body directly between the rusher and the passer. Meet him head on.
6. Absorb the rusher's blow with "Oomph", then get away from the rusher. Don't lean on him. This prevents "Pressuring" and throwing you off balance. You must regain fundamental position quickly. Keeping the legs flexed will prevent you from over-extending to insure proper balance and keeping center of gravity lower.
7. If unable to get away from rusher, give ground grudgingly. Don't let rusher get into your body and once you into an upright position. Give a little ground and work your body down low again. Don't get feet close together or crossed.
8. It is better to give ground --- keeping ground --- than to over commit and lose man immediately.
9. If no rusher comes and you are FREE, never stay near line of scrimmage. Get depth and be alert for a delayed rusher. (Center and guards will be personal protector for QB.)
10. If you have errored in protection and lost your man, pivot and race to your cut off spot in protective area to intercept man. Never quit until you hear the whistle.
11. Carry out your assignment ALONE. Never depend on a FREE man to help you out or to pick up your man.
12. Don't lose your poise if you break down once. Analyze your opponent's technique and correct your error.
13. You must be able to use both AREA and MAN blocking. You must be flexible, work as a unit, and COMMUNICATE.



### TACKLES and TIGHT ENDS

1. Your responsibility is to maintain width in the protection.
2. Split your man out as far as he will continue to keep his alignment on your outside shoulder. Then his initial area of movement is kept to a minimum.
3. Never begin to turn your body until you have given 3 yards in depth which will insure width and force rusher to run the big arc.
4. You must be ready to slide either right or left, or absorb the rusher's charge straight on.
5. Use a shuffle step to maintain position. Don't hop up and down and be sure to keep at least one foot on the ground during the slide.

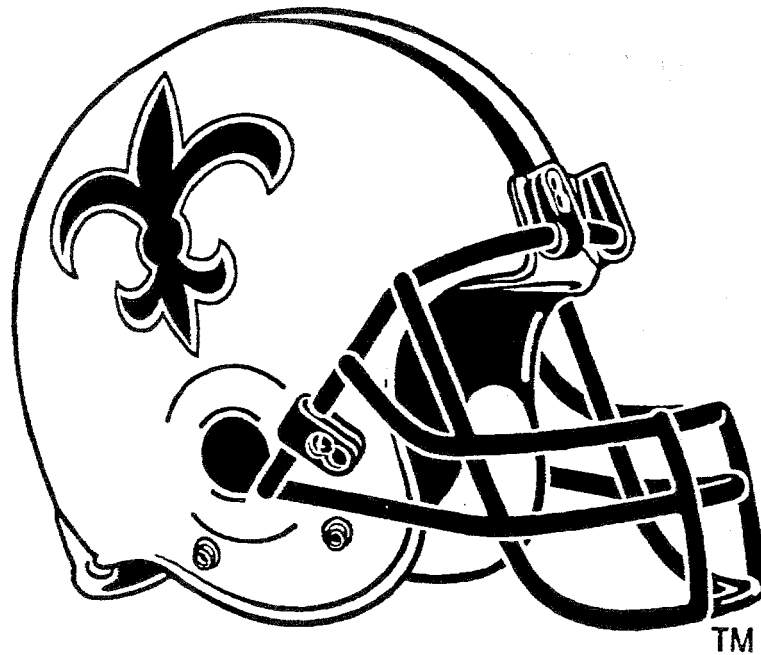
### CENTER & GUARDS

1. Your responsibility is to restrict penetration in depth. You are the "Apex" of the pocket in the protection.
2. Guards will split as far from the center as he can guarantee control of the rusher. If the rusher is slow you can split wider, but if he is very quick and agile, you had better cut your split to a minimum. (If rusher is quick and tough to handle -- reduce your split.)
3. Get set on line of scrimmage. Be prepared to meet a head on charge. If no man comes, give ground SLIGHTLY -- NEVER back up in the QB's way and help out where needed.

### GENERAL STATEMENTS

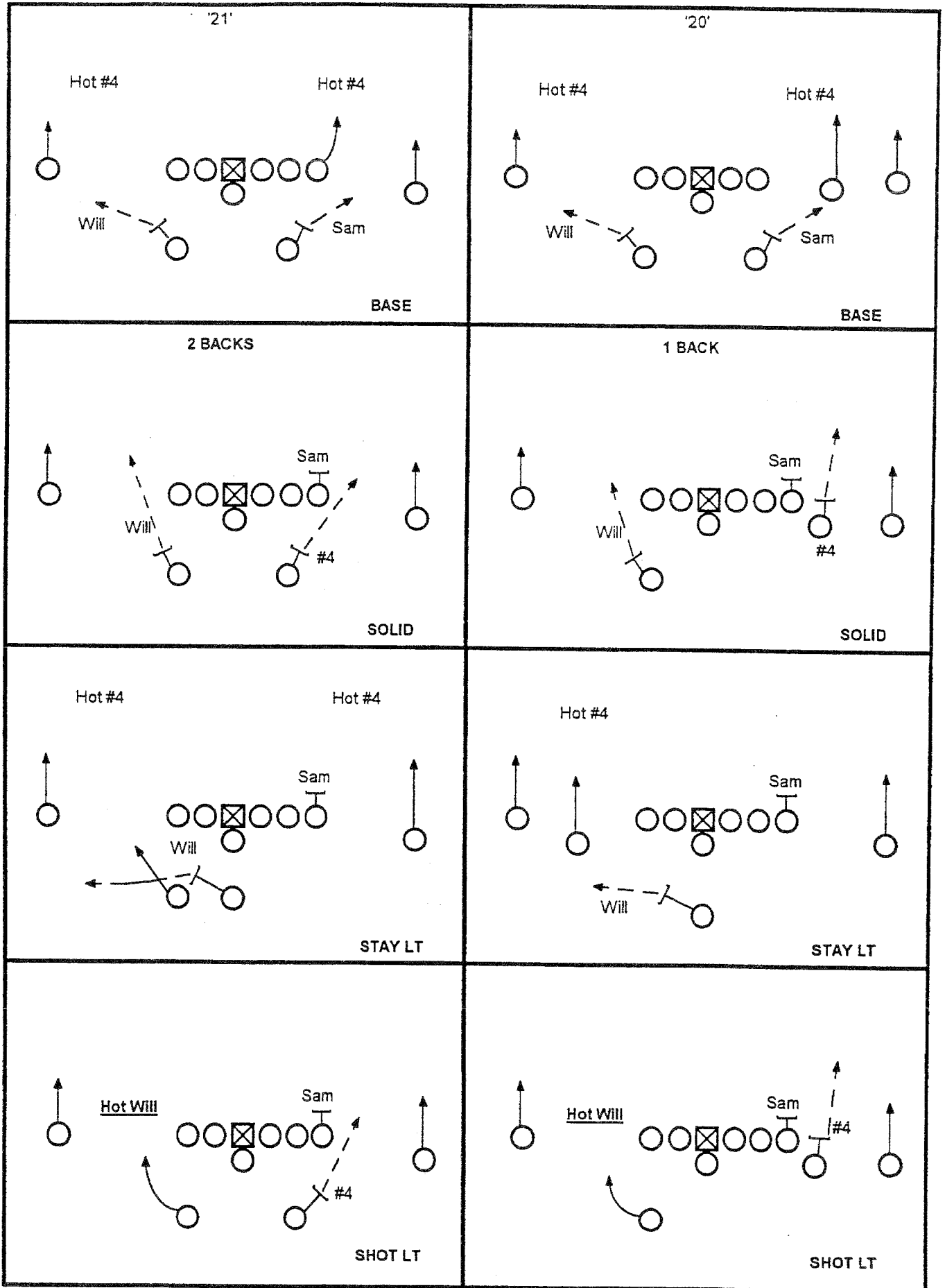
1. Over-anxiousness and aggressiveness gets you into trouble. Be relaxed. Don't extend your body to an upright position. Keep in balance at all times and be under control for proper sliding.
2. Be confident and keep after the rusher until the whistle blows.
3. If you have errored in protection and lost your man, race to your cut-off spot in your protective area to intercept your man. Never quit until you hear the whistle.
4. Take all inside fakes, but never go after an outside fake by the rusher. Merely slide to a favorable position to intercept him. Keep between him and the passer.
5. Don't lose your poise if you break down once. Analyze your opponent's technique and correct your error.
6. Carry out your assignments alone. Never depend on a free man to help you out or to pick up your man.
7. Have pride in every block. Strive to be the best pass protector in the league. Be proud of your blocking.
8. Work hard on your weakness. Strive for perfection.

# SAINTS



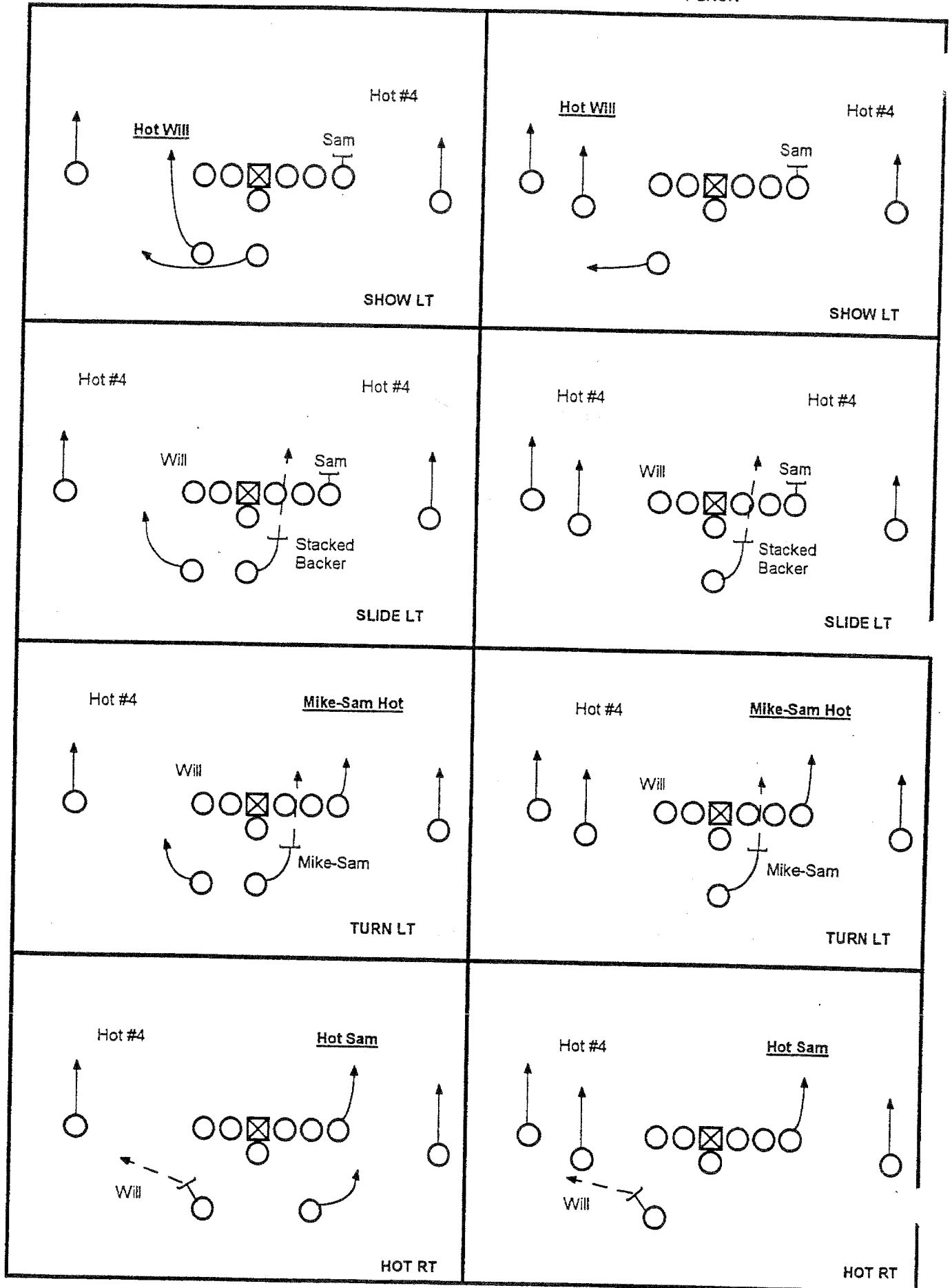
## DROP BACK

# PROTECTIONS



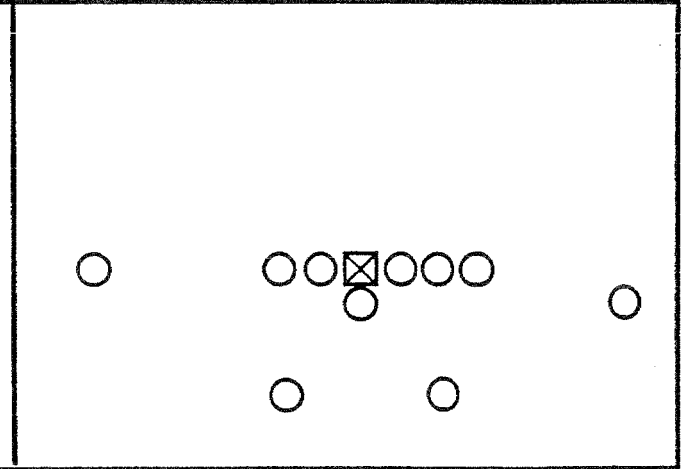
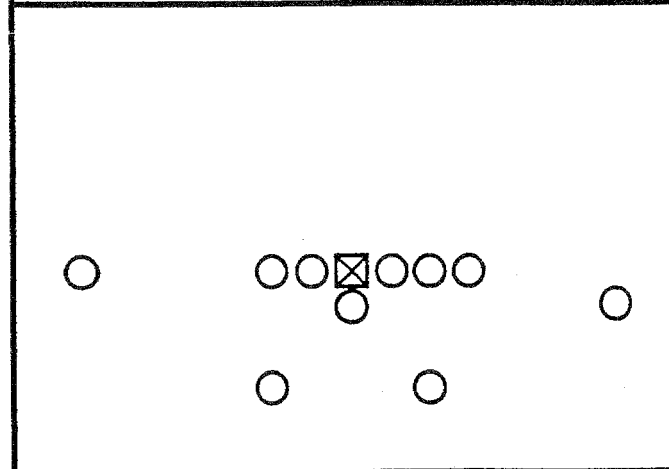
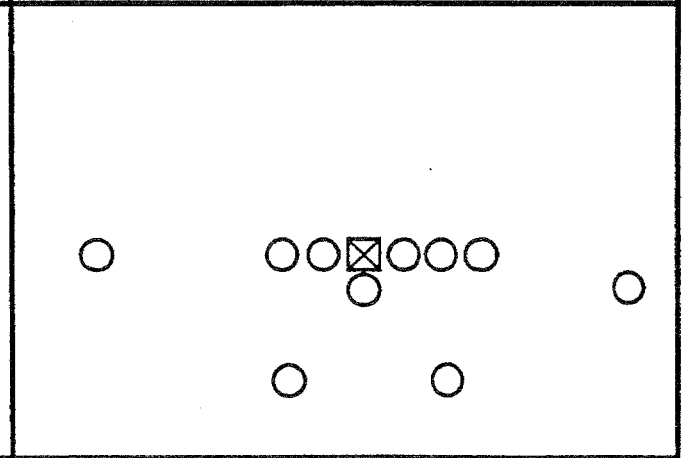
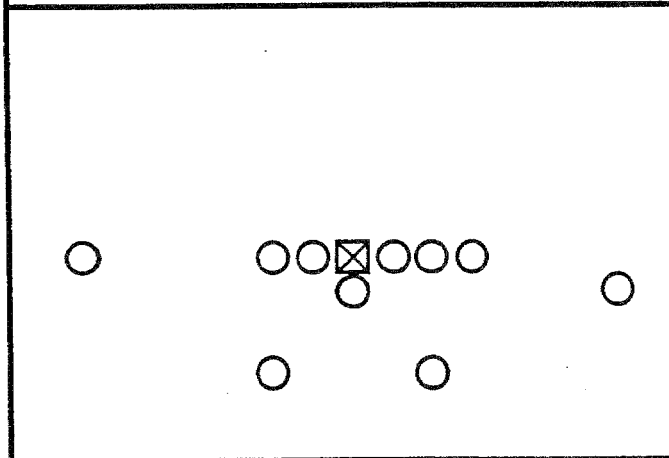
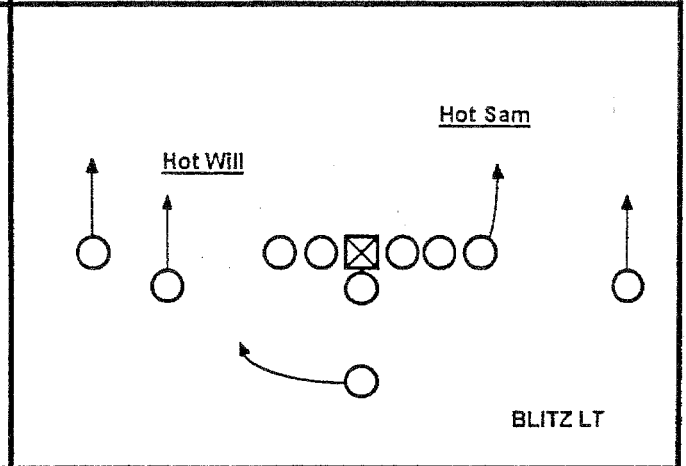
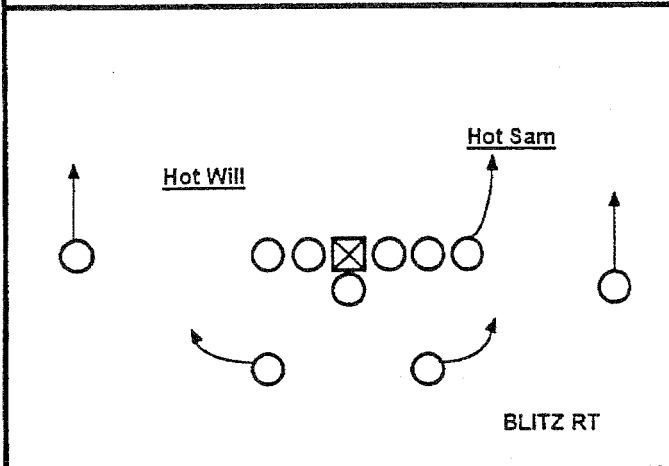
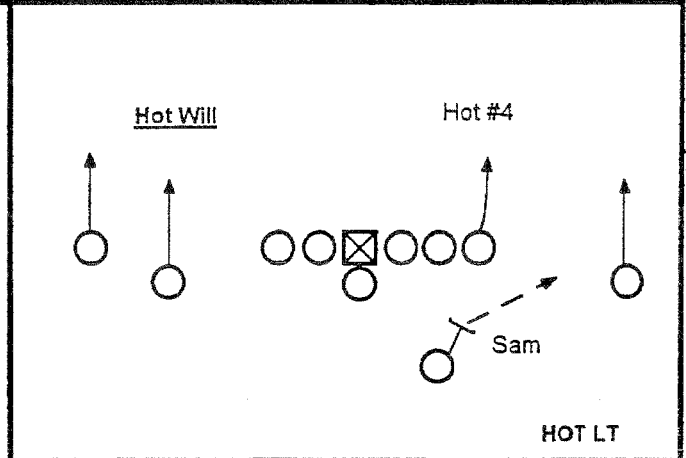
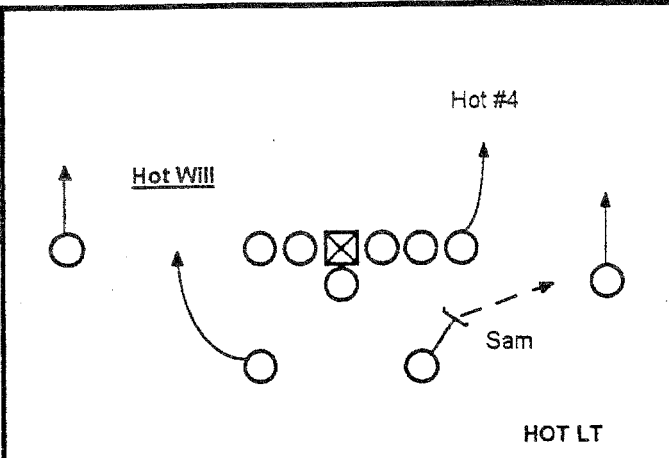
2 BACKS

1 BACK



2 BACKS

1 BACK



## CALLS AFFECTING PASS PROTECTIONS

### I. Base Pass Protection Rules:

- A. LINEMEN - Responsible from End to End plus Mike.
- B. BACKS - (CPU) Check Pick-up on Sam and Will.

### II. Calls

- HELP -** Back stays in to help Tackle.
- GAP -** Back & O-Line.
- DOWN -** O-Line & TE Only; Exception, Base 50 Protection.
- RIP/LIZ -** Weakside reach. Line & TE reach one man weak. Back has first man outside of TE's block. Designed to block #4 weak. Protection becomes solid.
- LOU/ROB -** Weakside reach. Line & TE reach one man weak. Weak Back is free. Used in Shot Protection. Designed to pickup 3 Weak.
- LAM/RAM -** Call that changes Mike designation 1 man over toward call. Used in Base & Hot. Backside Back - Double Read.
- TOUGH -** vs. MIKE Mug - Used only in Slide & Turn.

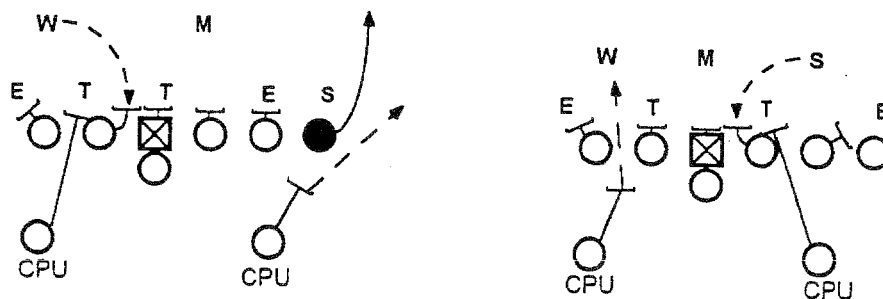
- A. "Help" - Applies to Tackle and Back to call side. Back stays to help Tackle from outside-in.

Ex.



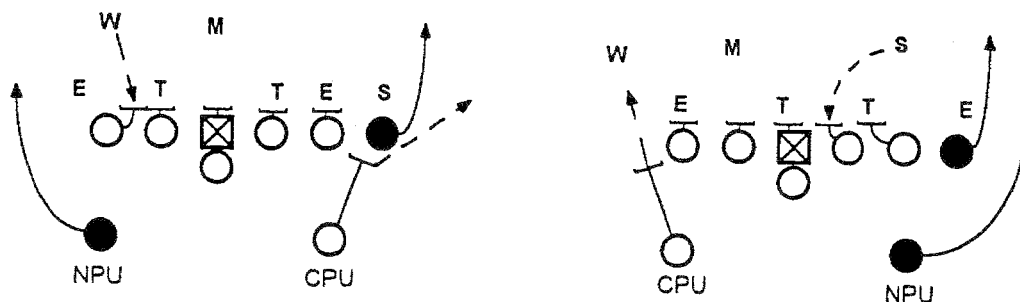
- B. "Gap" - Applies to Guard and Back to protect 'A' Gap.

Ex.



- C. "Down" - Applies to Line only, No back to side of call. (Exception: Base 50 Protection)

Ex.

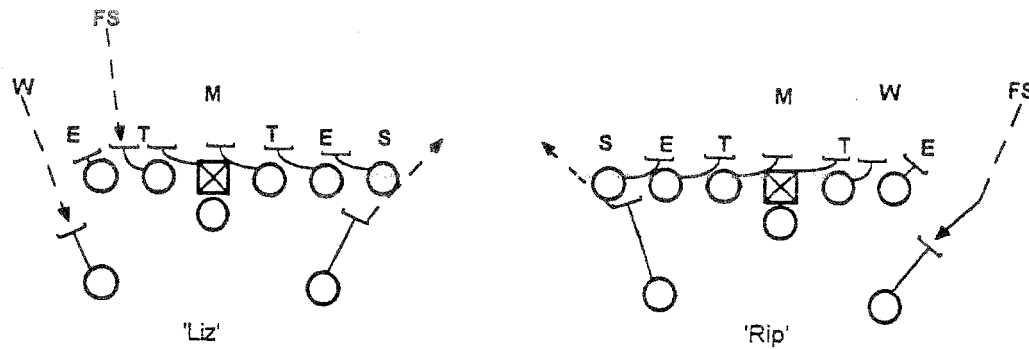


## CALLS AFFECTING PASS PROTECTIONS

### D. "Liz" (left) / "Rip" (right)

- Specialized protection call made by QB to pick up four weakside (Protection becomes SOLID)
- 1. Both backs blocking and Line reach weakside.

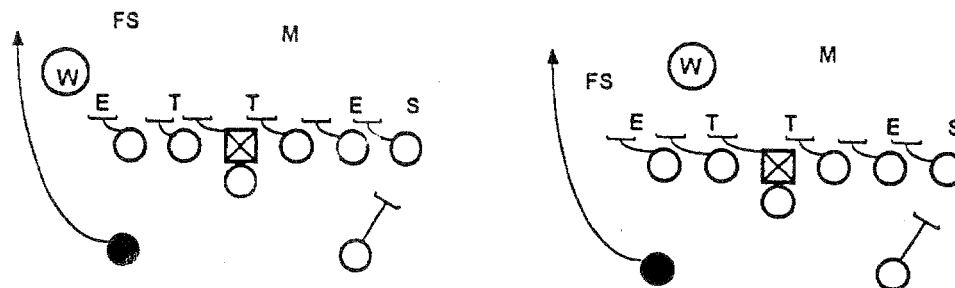
Ex.



### E. "Lou/Rob"

- Protection call in SHOT designed to pickup 3 weakside and have Solid protection strong.

Ex.

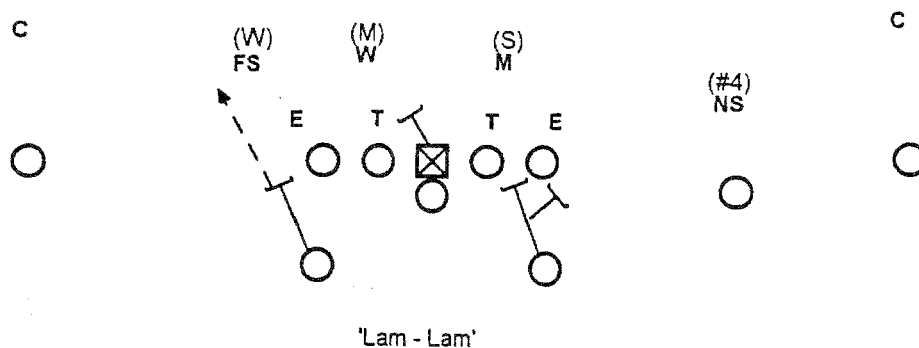


### F. "Ram/Lam"

- Changes the Mike designation, used in Base & Hot. QB will make the call & will call out new Mike's number. Back away from call 'Double Read'.

SS

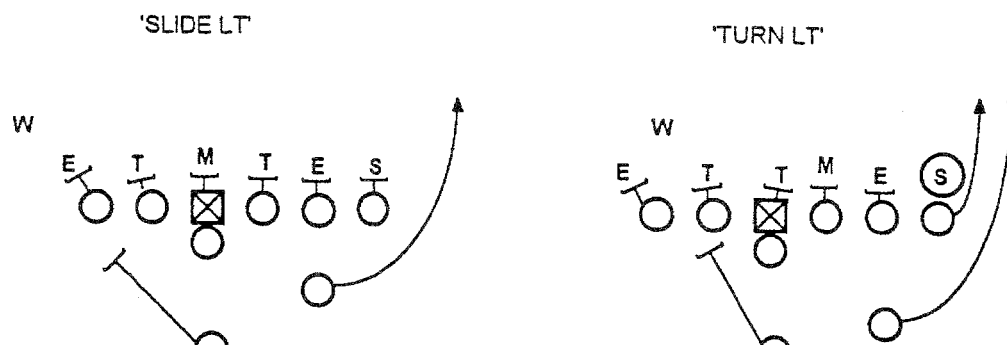
Ex.



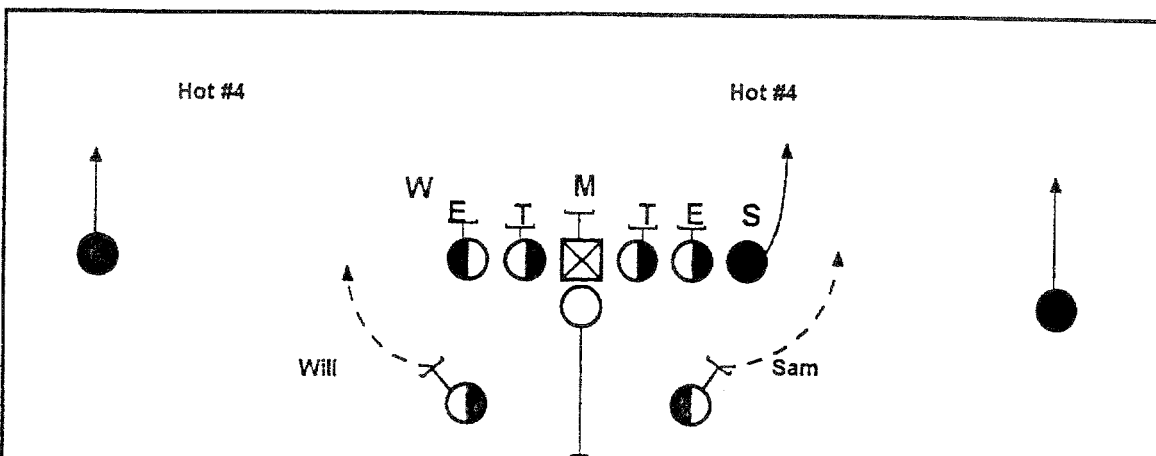
### G. "TOUGH"

- Protection call made in SLIDE & TURN by Line calling off the Slide or Turn.
- (Back will block toward initial protection call. Search MDM - 'Help'.)

Ex.



# BASE PROTECTION



Possible calls : 'GAP' & 'HELP'

43

**DESCRIPTION :** 7 Man Pickup.  
3 Receivers free release.  
HOT off #4 Strong or Weak.

**LINE :** Responsible for big man on big man + Mike.  
'HELP' Rt/Lt - Back stays in to help Tackle from outside.  
'GAP' call - Guard & Back protect 'A' Gap.

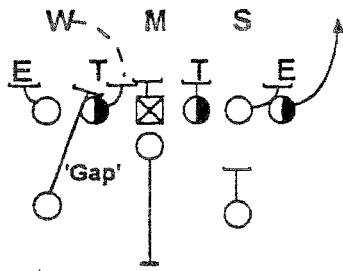
**Y :** Free release.

**BACKS :** -Both Backs check outside linebacker  
-Release - Run Route.  
-Alert - Double read on #4.  
  
Alert 'GAP' & 'HELP' calls

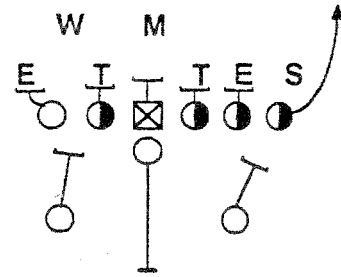
**QB :** This protection will be used in two back sets.  
3/5/7 step drop - Execute read.  
WRs will sight adjust on #4. (1 route if DB is off; Fade vs. bump.)



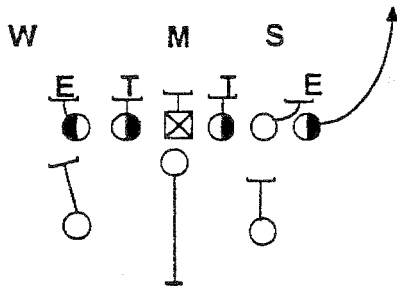
# BASE PROTECTION



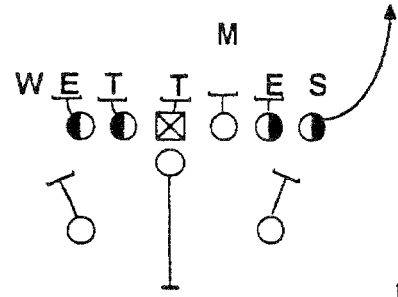
SWIM



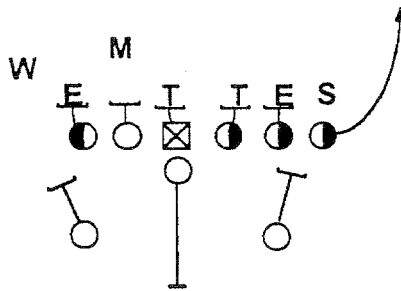
43 W



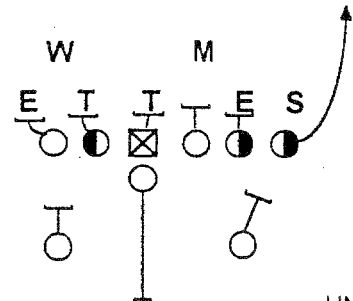
43 S



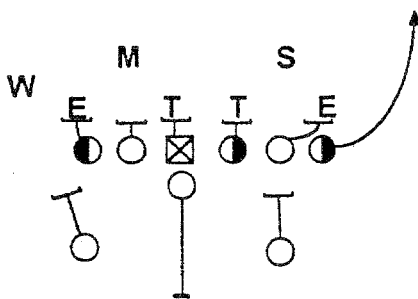
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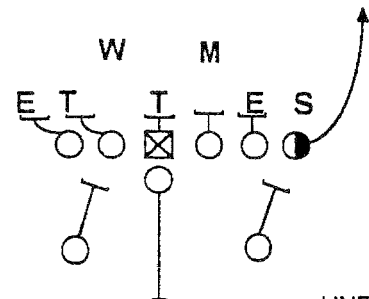
OVER



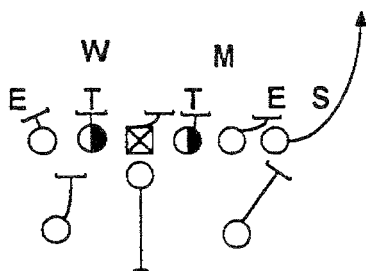
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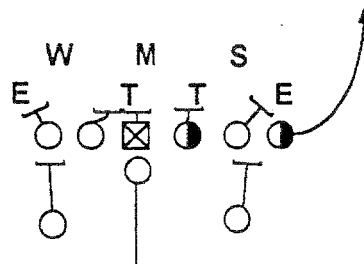
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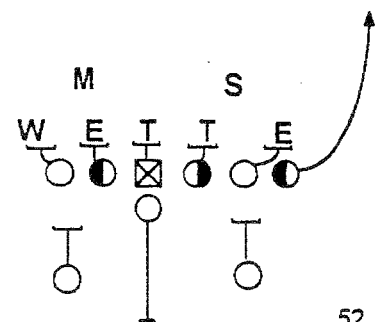
UNDER WIN



43 Wide Boss

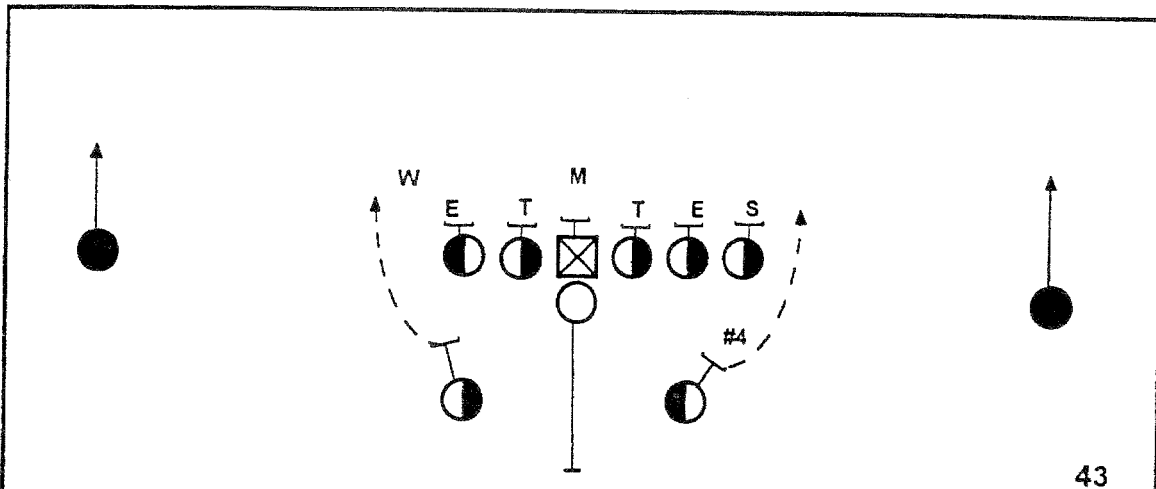


OVER S BOSS



52

# SOLID PROTECTION



43

**DESCRIPTION :** 8 Man Pick up.  
2 Receivers free release.  
Check protection. No HOTS.  
Blitz and Red Zone protection.

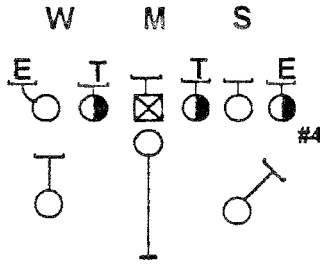
**LINE :** Responsible with 'Y' for big man on big man + Mike & Sam  
Line be alert for Liz/Rip call - Weakside reach #4.

**Y :** Block #3. (Area block with Tackle.)  
Be alert for Liz/Rip call.  
Stay in and Help Tackle.

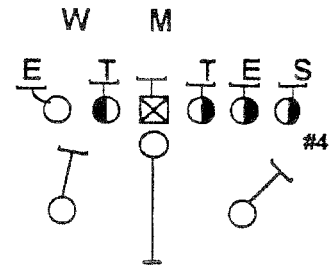
**BACKS :** Wk RB - Check WILL - Release - Run Route.  
St RB - Check #4 Strongside - Possible Liz/Rip call  
- Release - Run Route.

**QB :** 5/7 step drop - Execute read.  
Primarily an audible vs. Blitz. ex. 'Solid - 84', 'Solid - 84'  
Possible LIZ/RIP call by QB allows us to pick up #4 to weakside.

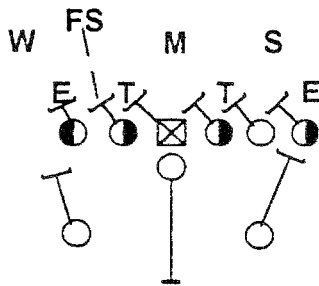
# SOLID PROTECTION



SWIM

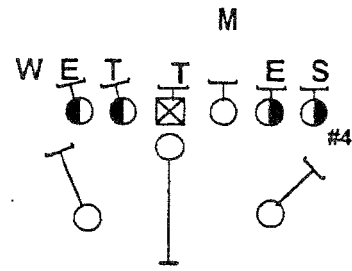


43 W

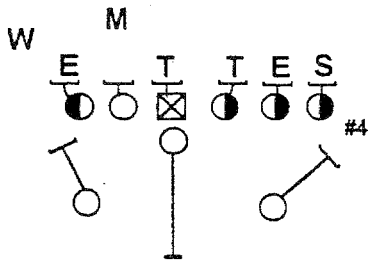


'LIZ' Call

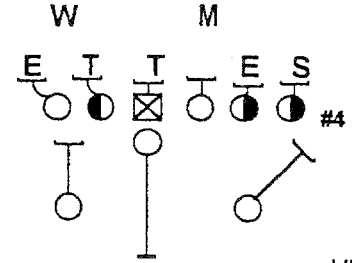
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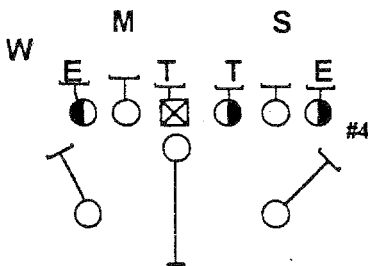
UNDER



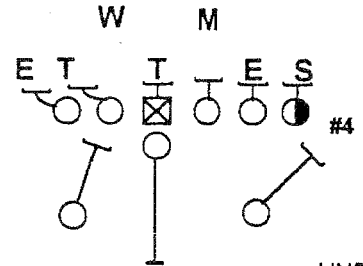
OVER



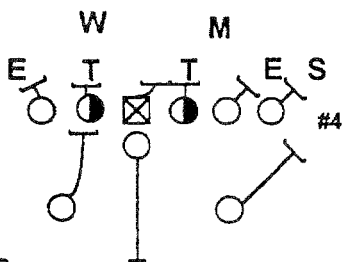
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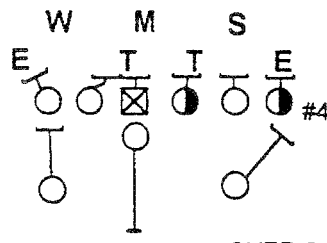
OVER S



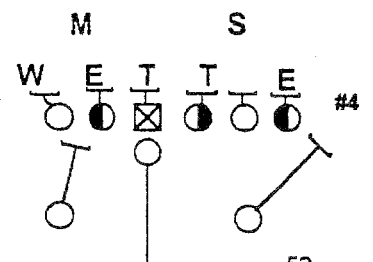
UNDER WIN



43 Wide Boss



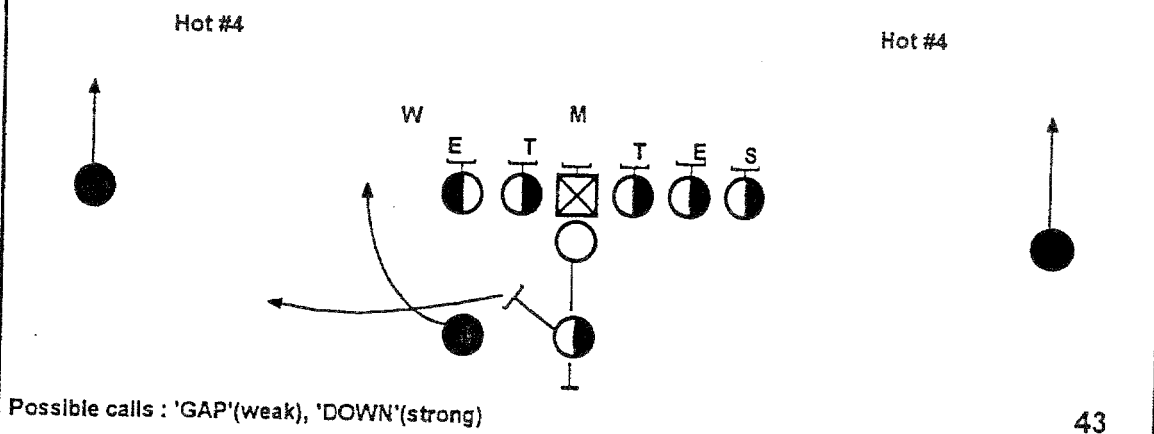
OVER S BOSS



52

# STAY PROTECTION

## STAY LEFT



### DESCRIPTION :

7 Man Pick up.  
3 Receivers free release.  
HOT off #4 strong or weak.  
Same as SHOW except back blocks WILL.

### LINE :

Responsible with 'Y' for big man on big man + Mike & Sam.  
Guard & Back alert 'GAP' call.  
Strongside alert 'DOWN' call.

### Y :

Block #3. (Area block with Tackle.)  
Alert 'DOWN' call.  
Possible Check release.  
vs. Exchange - Block, no Check release.

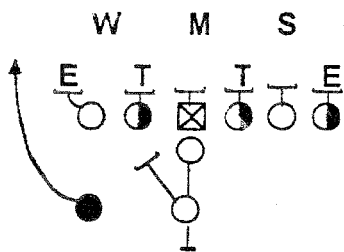
### BACKS :

RB Nearest call - Free release.  
  
RB away from call - Check WILL - Release - Run route.  
(Alert 'GAP' call.)  
  
1 Back - Check WILL - Release - Run route

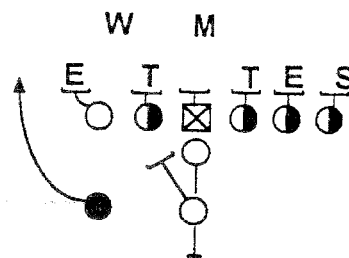
### QB :

5/7 step drop - Execute read.  
Possible sight adjust to Z off #4 strong or to X off #4 weak.

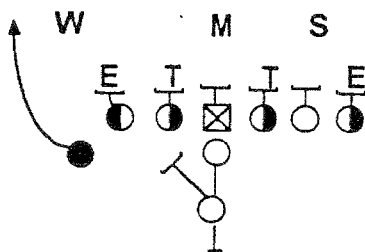
# STAY LEFT PROTECTION



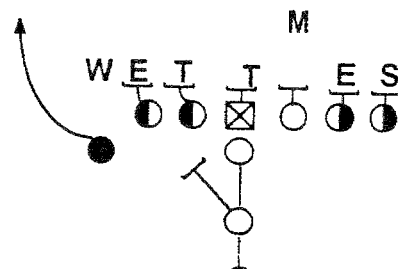
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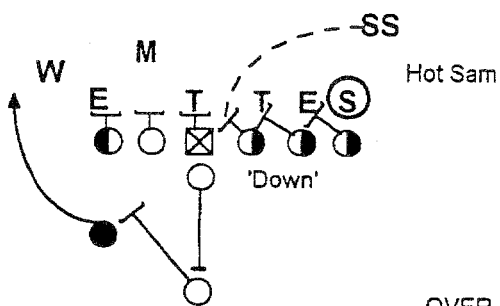
43 W



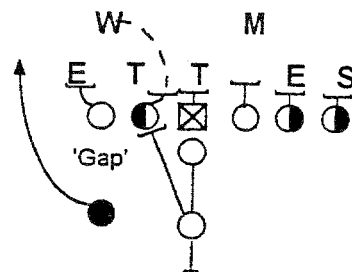
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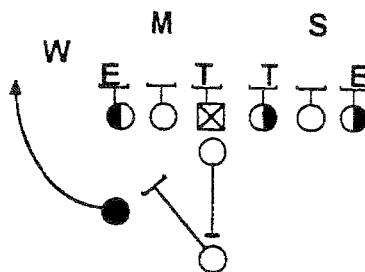
UNDER



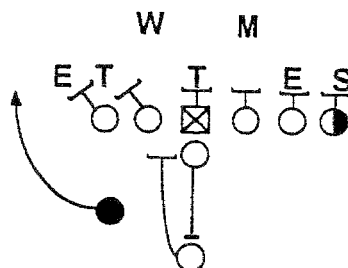
OVER



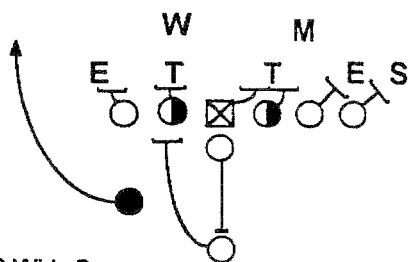
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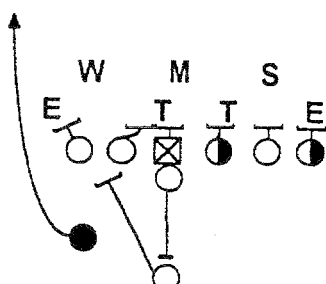
OVER S



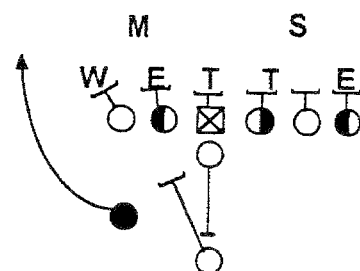
UNDER WIN



43 Wide Boss



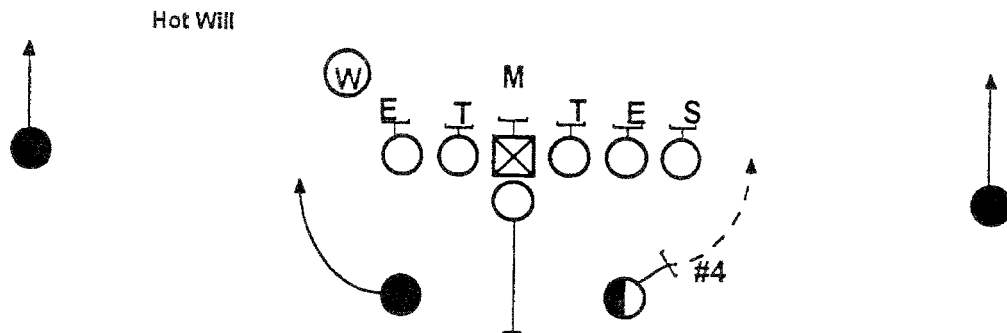
OVER S BOSS



52

# SHOT PROTECTION

## SHOT LEFT



Possible calls : LOU/ROB & 'DOWN'

43

**DESCRIPTION :** 7 Man Pick up.  
3 Receivers free release.  
Same as SOLID except HOT off WILL.  
Blitz & Red Zone protection.

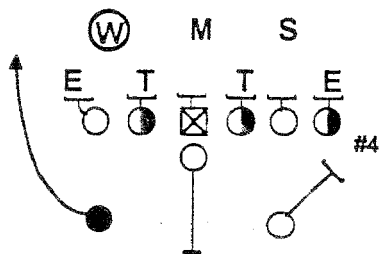
**LINE :** Responsible with 'Y' for big man on big man + Mike & Sam.  
Line to call side be alert for 'DOWN' call. (HOT Side)  
Line be alert for LOU/ROB call - Weakside reach #4.

**Y :** Block #3. (Area block with Tackle.)  
Be alert for LOU/ROB call.  
Possible - Check Release. vs Exchange - Block, No Check release.

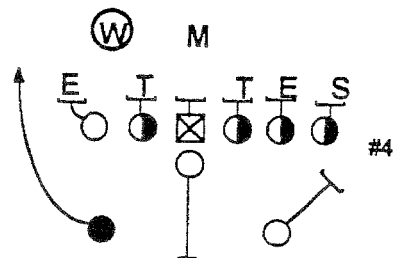
**BACKS :** RB Nearest call - Free release - Possible HOT.  
- Possible LOU/ROB call.  
RB away from call - Check #4 Strongside  
- Release - Run route.  
- Possible LOU/ROB call.  
1 Back - Check #4 Strongside

**QB :** 5/7 step drop - execute read.  
Possible HOT to Back off WILL.  
#4 Strongside is picked up.  
LOU/ROB call by line picks up 3 men weakside.  
(Still HOT off #4, if he doesn't cover Back.)

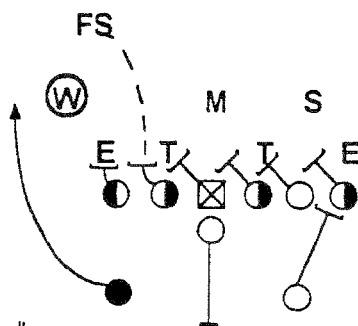
# SHOT LEFT PROTECTION



SWIM

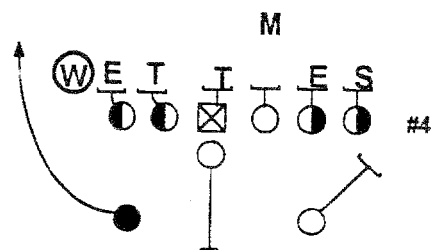


43 W

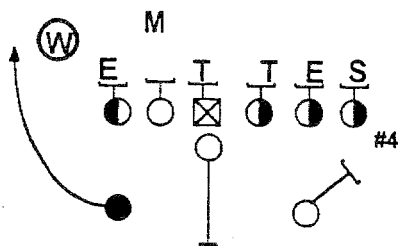


'LOU' call

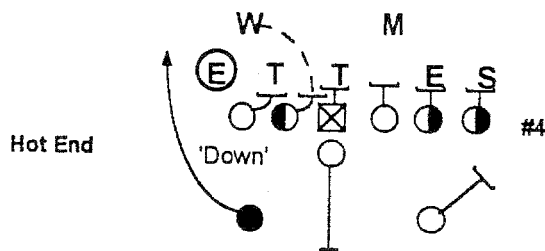
43 S



UNDER

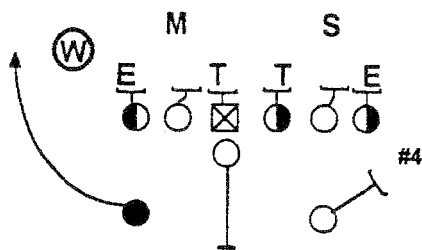


OVER

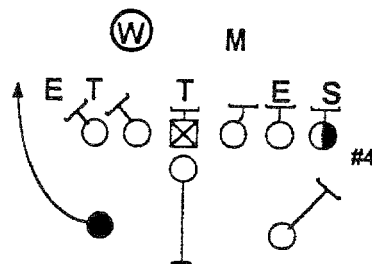


Hot End

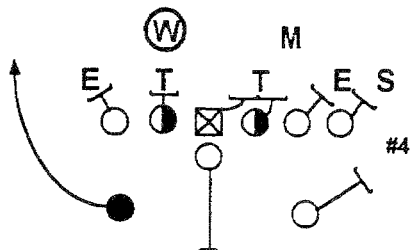
UNDER W



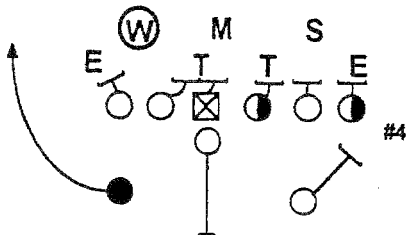
OVER S



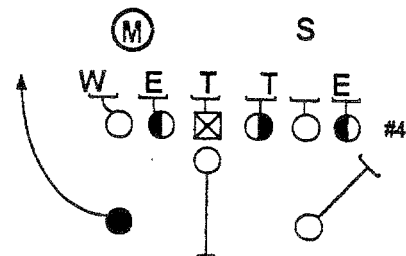
UNDER WIN



43 Wide Boss



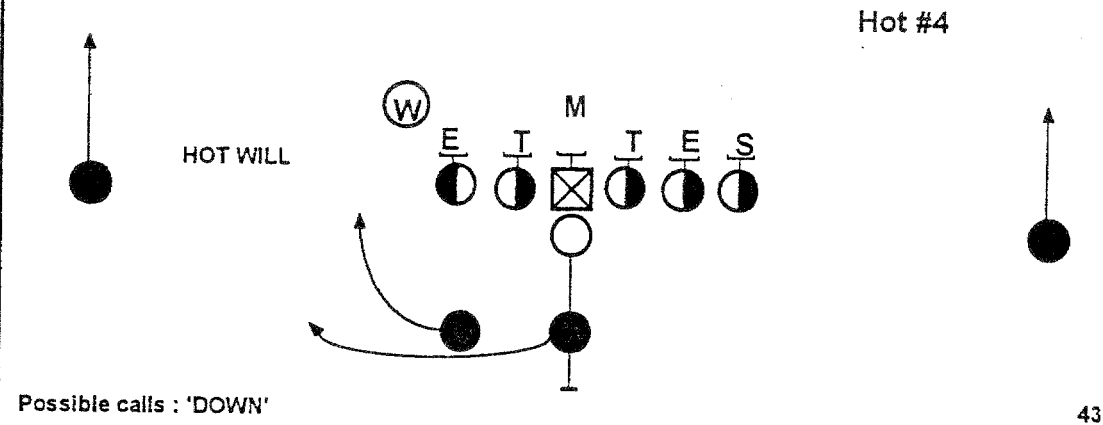
OVER S BOSS



52

# SHOW PROTECTION

## SHOW LEFT



**DESCRIPTION :**

- 6 Man Pick up.
- 4 Receivers free release. (Both backs weak.)
- HOT off WILL or #4 Strong.

**LINE :**

- Responsible with 'Y' for big man on big + Mike & Sam.
- Line to callside alert 'DOWN' call. (HOT Side.)

**Y :**

- Block #3. (Area block with Tackle.)
- Possible - Check Release. vs Exchange - Block, No Check release.

**BACKS :**

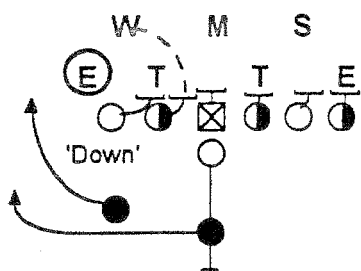
- Both RBs - Free release weak - Possible HOT off WILL.

**QB :**

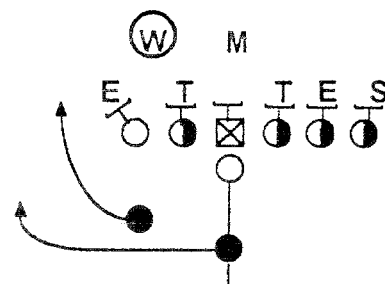
- 5/7 step drop - Execute read.
- Possible HOT off WILL.
- Possible sight adjust to Z off #4 strong.



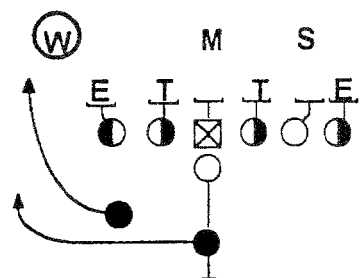
# SHOW LEFT PROTECTION



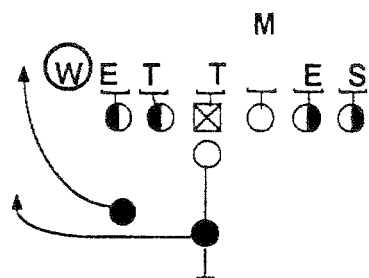
SWIM



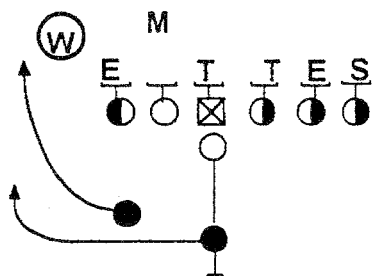
43 W



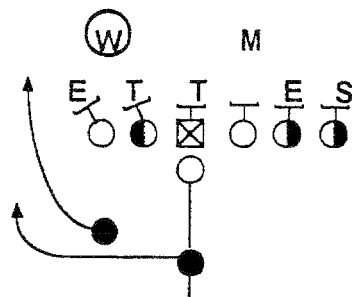
43 S



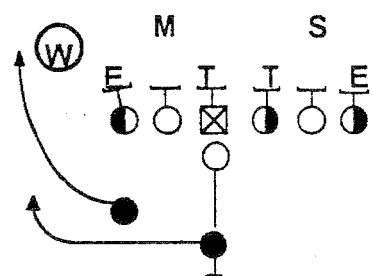
UNDER



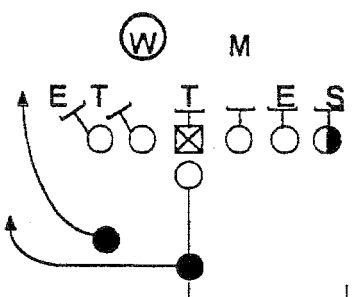
OVER



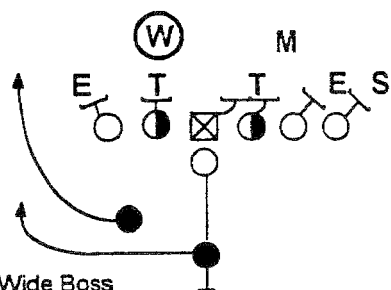
UNDER W



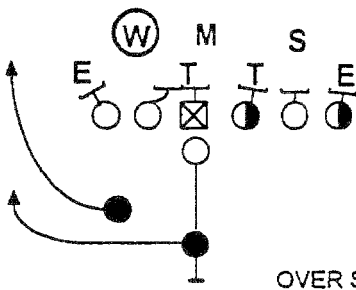
OVER S



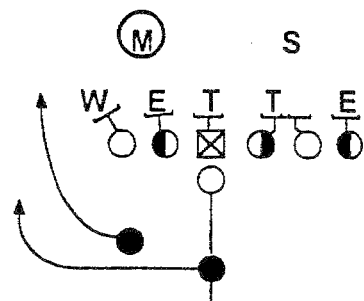
UNDER WIN



43 Wide Boss



OVER S BOSS



52

SLIDE LEFT



**LINE :** Slide to call side - Responsible for LB to call side.  
When off Tackle has stacked LB over him - Slide to call side.  
Strongside Tackle area block with TE.  
vs. Wide & Wide Exchange Looks - Tackle & TE fan strongside  
Alert 'TOUGH' call vs. MIKE Mug - Back goes to WILL.

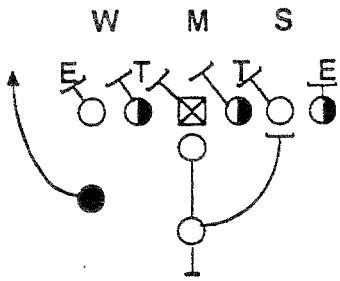
**BACKS :** RB nearest call - Free release - Possible HOT.

RB away from call - Check 1st Stacked Backer away from call from Tackle outside-in.

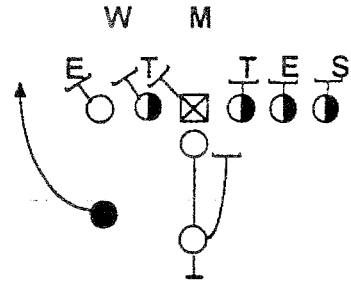
- Release - Run route.
- Alert 'TOUGH' call - Back blocks to callside. Search MDM.
- Alert - #4.

**QB :** 3/5/7 step drop - Execute read.  
WRs will sight adjust off #4 to their side. (1 route if DB is off; Fade vs. bump.)  
Always Slide away from TE.

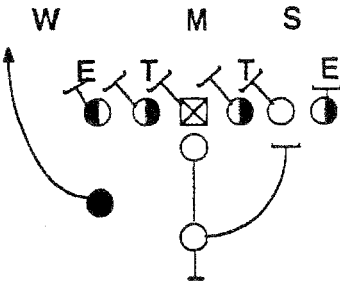
# SLIDE LEFT PROTECTION



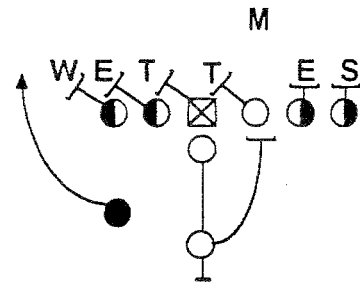
SWIM



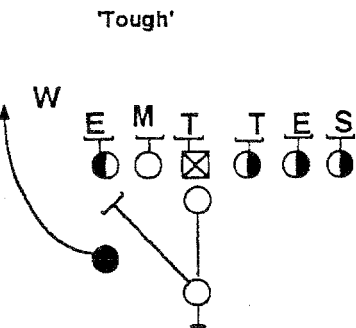
43 W



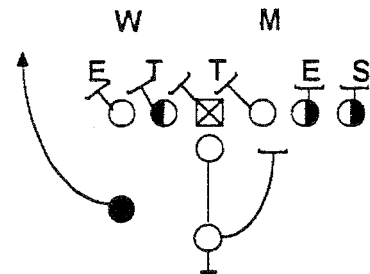
43 S



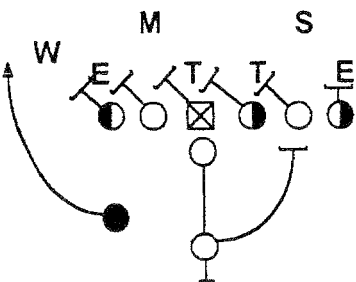
UNDER



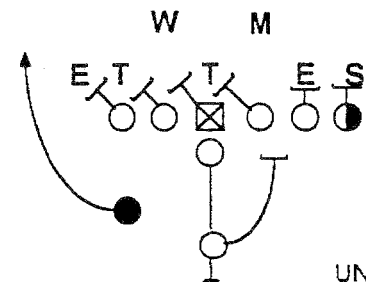
OVER



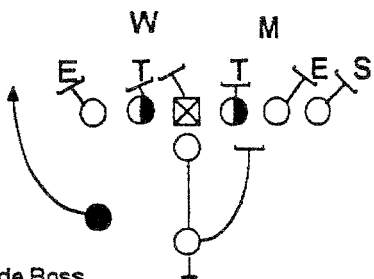
UNDER W



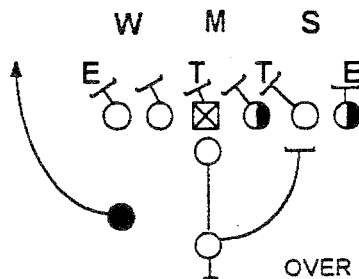
OVER S



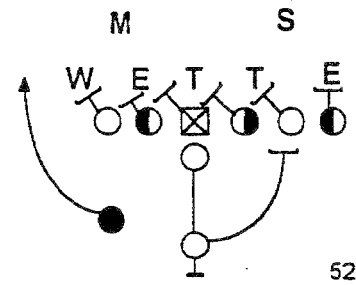
UNDER WIN



43 Wide Boss



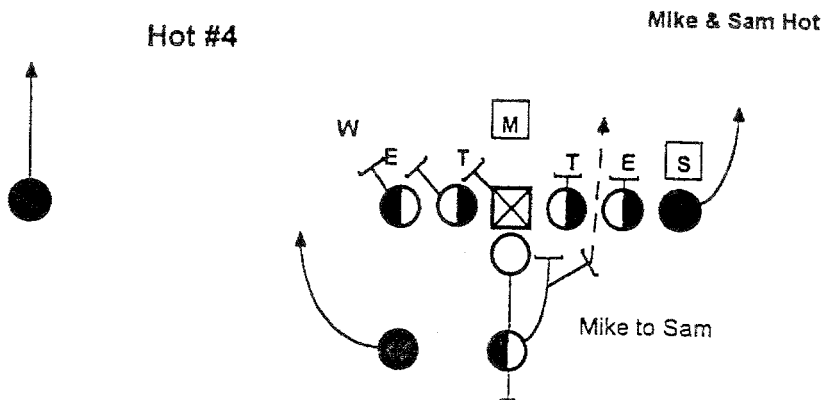
OVER S BOSS



52

## TURN PROTECTION

TURN LEFT



43

DESCRIPTION : 6 Man Pick up.  
4 Receivers free release.  
Same as Slide except TE free release.  
Back dual read - MIKE to SAM.  
TE HOT off MIKE & SAM blitz.

**LINE :** Turn to call side. Responsible for LB to call side.  
Offside Tackle do not turn away from END.  
Alert 'TOUGH' call vs. MIKE Mug - Back goes to Will-Sam.

**Y : Free release - Possible HOT.**

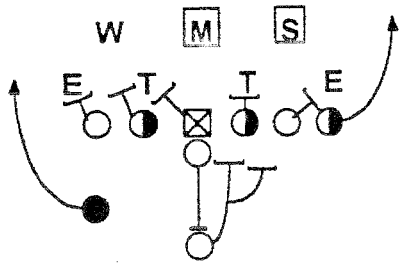
**BACKS :** RB nearest call - Free release - Possible HOT.

RB away from call - Dual Read MIKE to SAM.

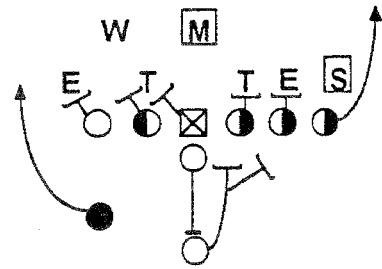
- Release - Run route.
- Alert 'TOUGH' call. Block to callside. Search MDM.

QB : 315/7 step drop - Execute read.  
HOT to TE if Both SAM & MIKE blitz.  
If MIKE Is Weak or mugged, then HOT off SAM only.  
X sight adjust off #4 weak.

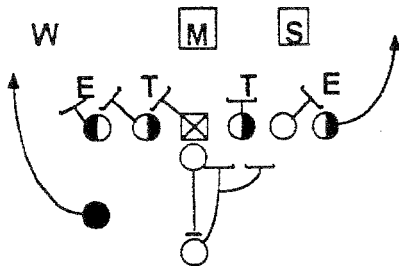
TURN LEFT PROTECTION



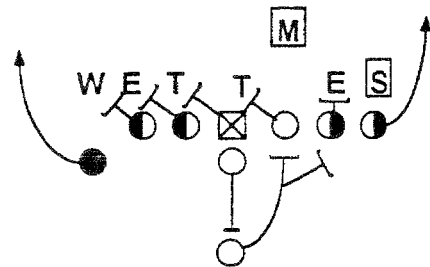
SWIM



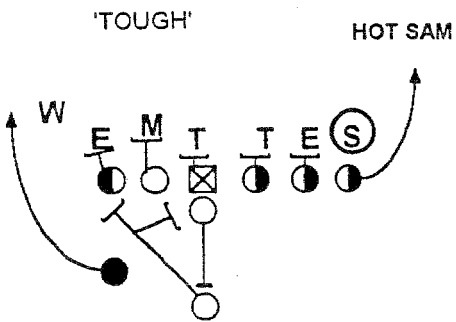
43 W



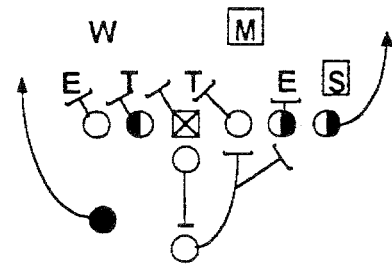
43 S



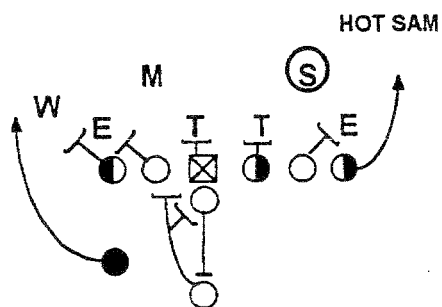
UNDER



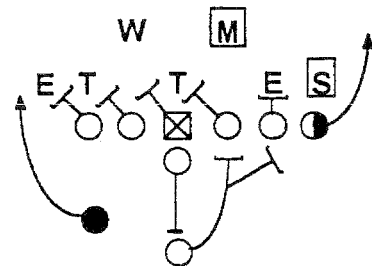
OVER



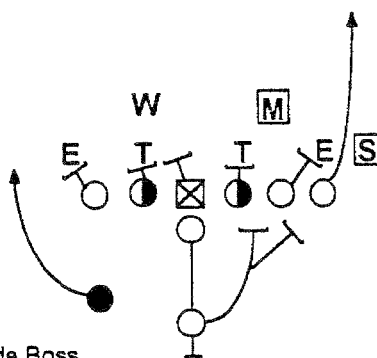
UNDER W



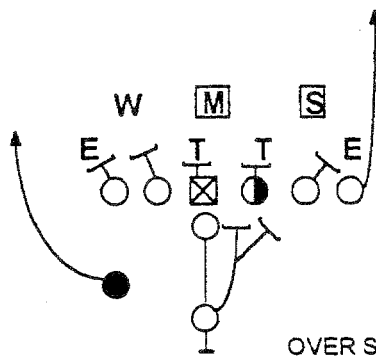
OVER S



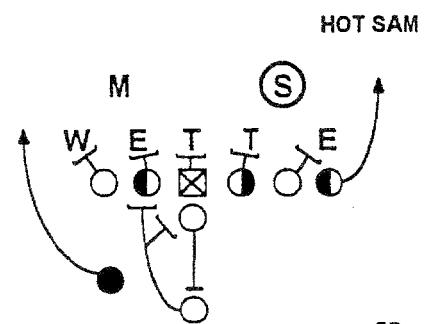
UNDER WIN



43 Wide Boss



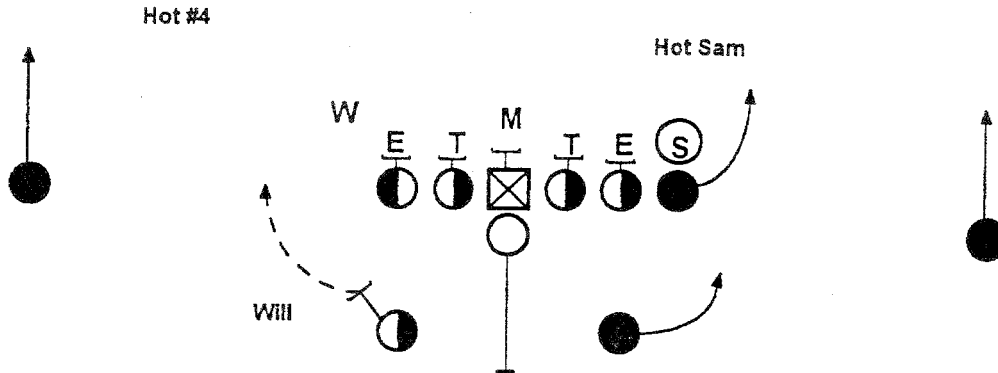
OVER S BOSS



52

# HOT PROTECTION

## HOT RIGHT (STRONG)



Possible calls : 'DOWN', 'GAP'

**DESCRIPTION :** 6 man protection.  
4 receivers free release.  
HOT off SAM & #4 weak.

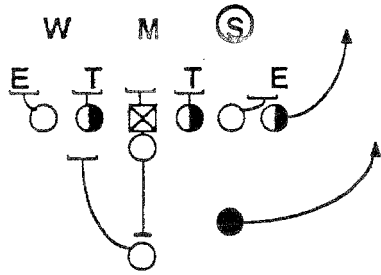
**LINE :** Responsible for big man on big man + Mike.  
Line to call side be alert for 'DOWN' call.  
'DOWN' call : O-Line only to protect 'A' & 'B' Gap.  
Possible 'GAP' call away from callside.

**Y :** Free Release.  
Possible HOT off SAM, depending upon pattern.  
In 1-Back or If R/L Is Blocking Backside.

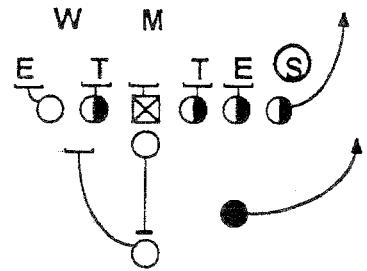
**BACKS :** RB away from call - Check WILL - Release - Run  
Route. Alert - Double Read #4  
Be alert for Gap call.  
  
RB nearest to call - Free Release - Possible HOT off SAM.

**QB :** 3/5/7 step drop - execute read.  
Possible HOT off SAM.  
X slight adjust #4 weakside.

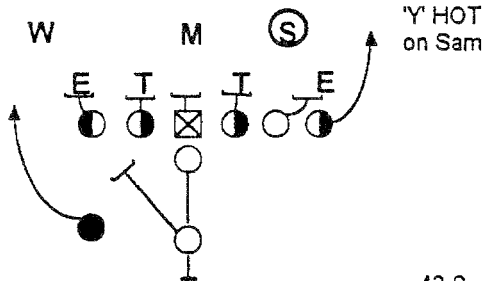
# HOT RIGHT PROTECTION (Strong)



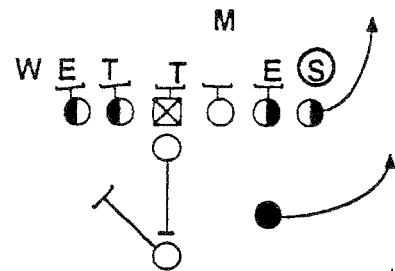
SWIM



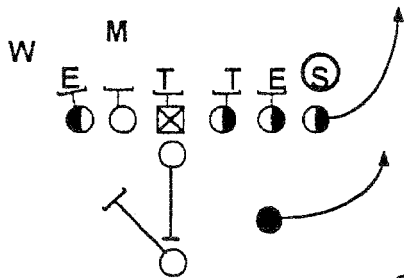
43 W



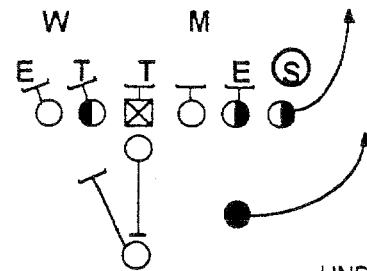
43 S



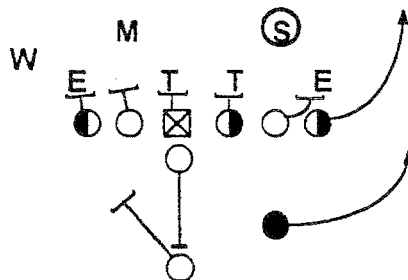
UNDER



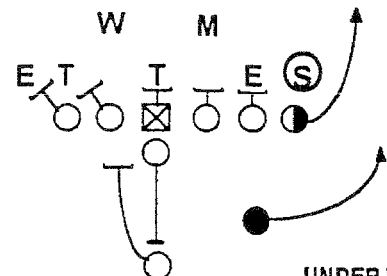
OVER



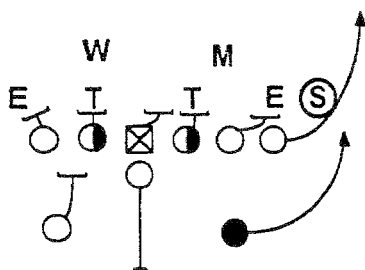
UNDER W



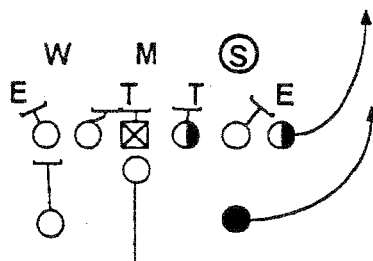
OVER S



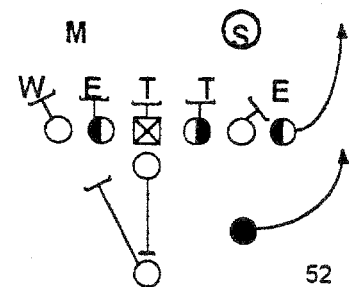
UNDER WIN



43 Wide Boss



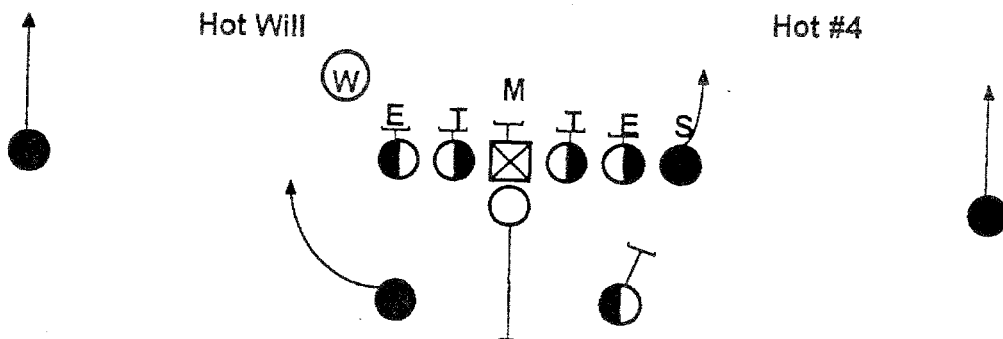
OVER S BOSS



52

# HOT PROTECTION

HOT LEFT (WEAK)



Possible calls : 'DOWN'(callside), 'GAP'(away)

## DESCRIPTION :

6 Man Pick up.  
4 Receivers free release.  
HOT off WILL & #4 strong.

## LINE :

Responsible for big man on big man + Mike.  
Line to call side be alert for 'DOWN' call.  
'DOWN' call : O-Line only to protect 'A' & 'B' Gap.  
Be alert for 'GAP' call, away from callside.

Y : Free Release.

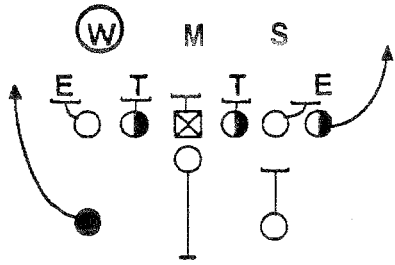
BACKS : RB nearest call - Free Release - HOT off WILL.

RB away from call - Check SAM - Release - Run Route.  
- Be alert for 'GAP' call.  
- Alert - Double Read #4.

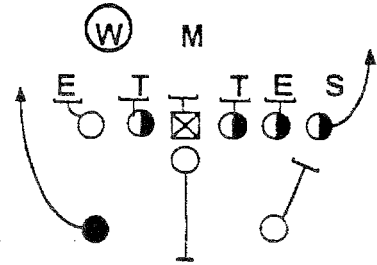
QB : 3/5/7 step drop - Execute read.  
Possible HOT to back off WILL.  
(If 'DOWN' call - HOT off END.)  
Z sight adjust off #4 strong.



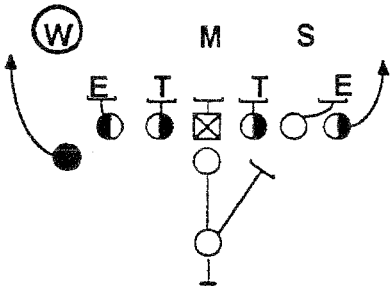
# HOT LEFT PROTECTION(WEAK)



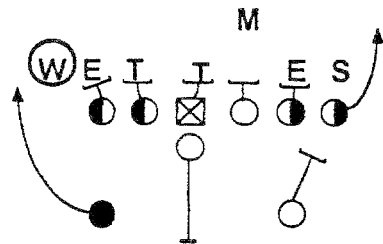
SWIM



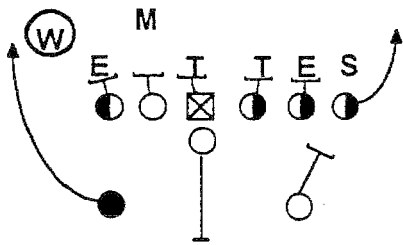
43 W



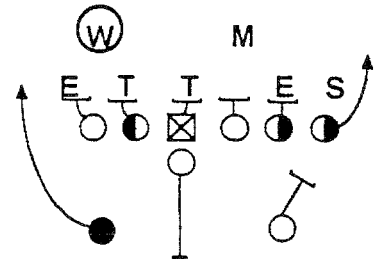
43 S



UNDER

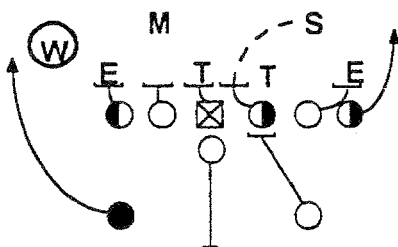


OVER



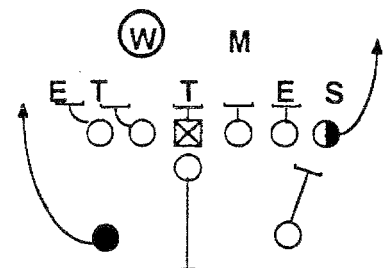
UNDER W

'GAP'

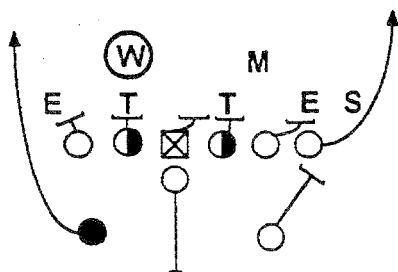


OVER S

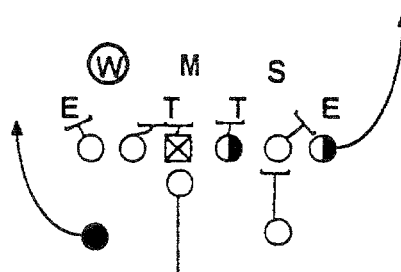
Alert 'DOWN'



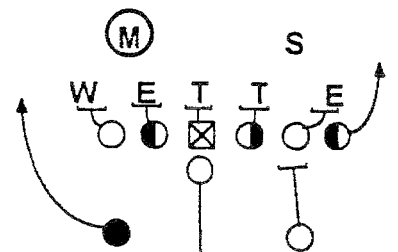
UNDER WIN



43 Wide Boss



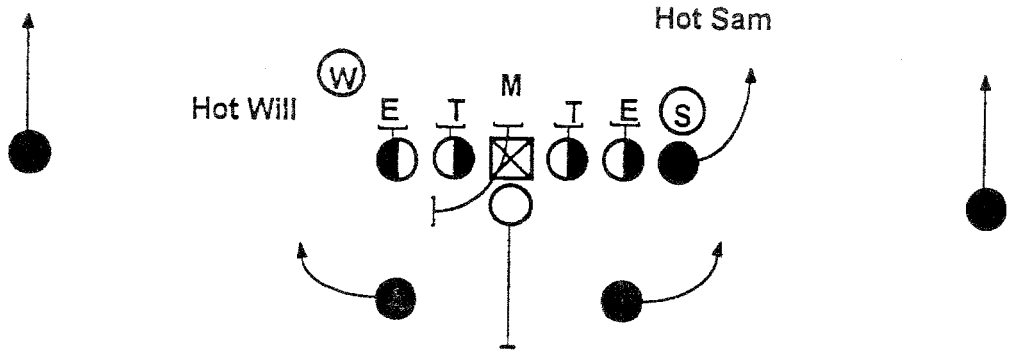
OVER S BOSS



52

# BLITZ PROTECTION

## BLITZ RIGHT



Possible Calls : 'DOWN'

**DESCRIPTION :** 5 Man Pick up. O-Line pick up 4 down lineman + MIKE  
5 Receivers free release.  
HOT off SAM or WILL.

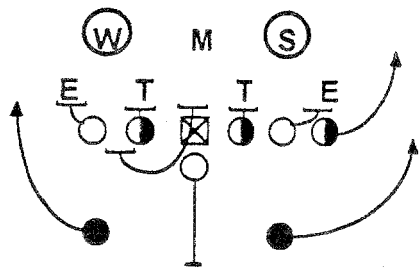
**LINE :** Responsible for big man on big man + Mike.  
Line be alert for 'DOWN' call to either side.  
Uncovered Lineman Double Read away from call.

**Y :** Free Release. Possible HOT If away from call.

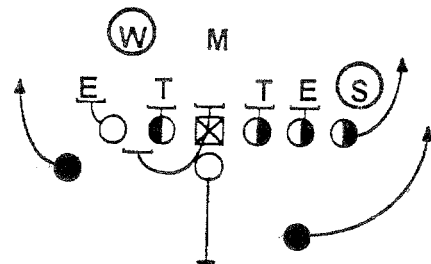
**BACKS :** Both Backs free release possible HOT.

**QB :** 5 step drop - Execute read.  
Give R/Lt call to 3 receiver side. Back is HOT off OLB.  
Inside receiver away from directional call is HOT off OLB.

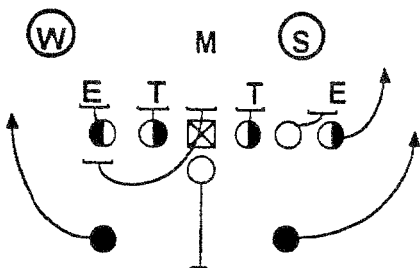
# BLITZ RT PROTECTION



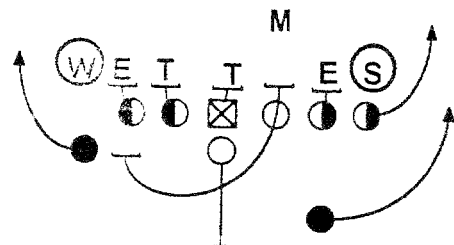
SWIM



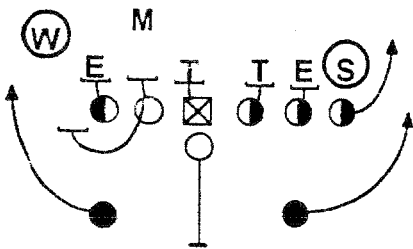
43 W



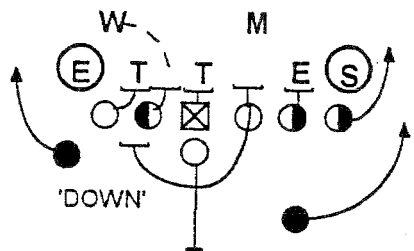
43 S



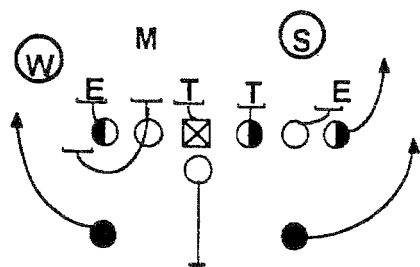
UNDER



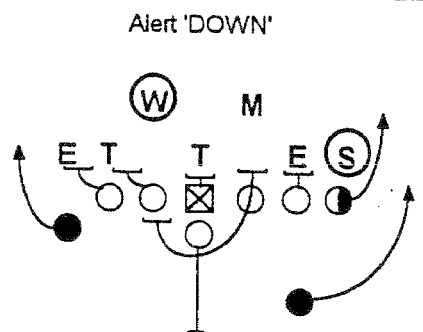
OVER



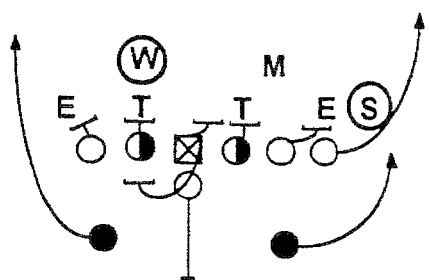
UNDER W



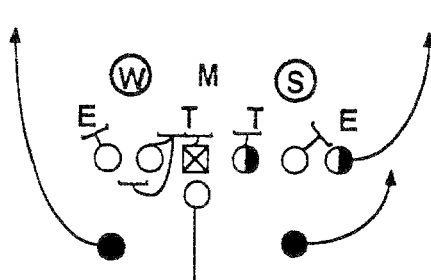
OVER S



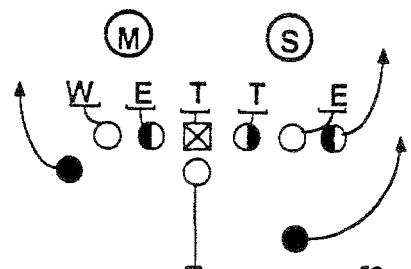
UNDER WIN



43 Wide Boss



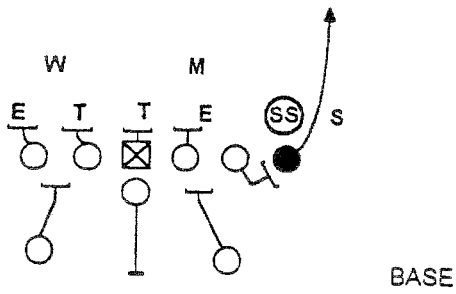
OVER S BOSS



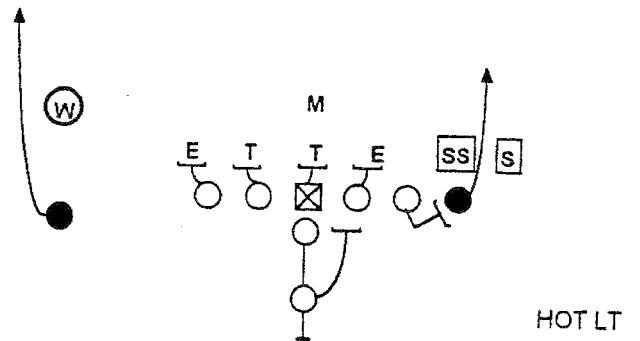
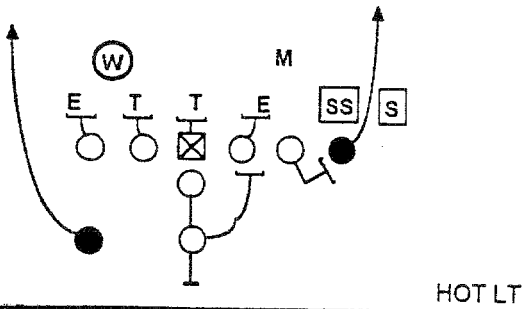
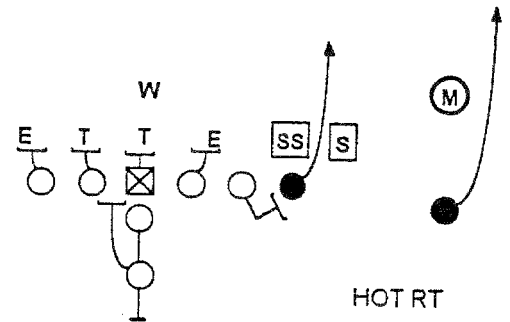
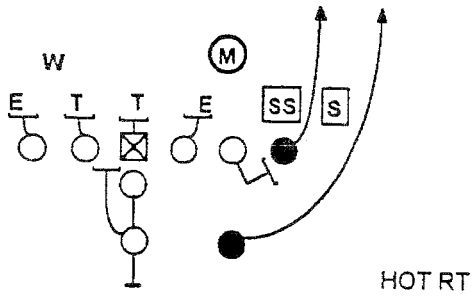
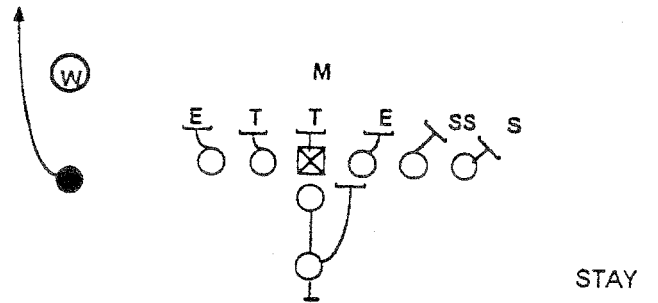
52

# PROTECTIONS vs. BEAR DEFENSE

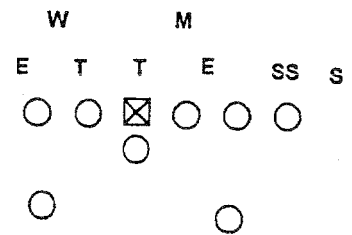
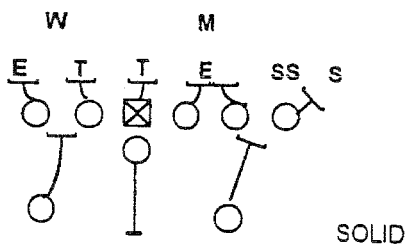
2 BACK



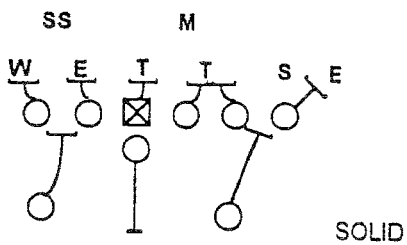
1 BACK



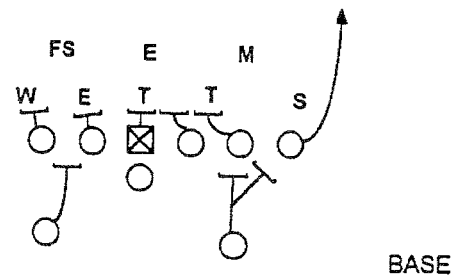
'TE Blocks bigger of two'



'TE Blocks bigger of two'



vs. SAINTS BEAR 'SPY' DEFENSE



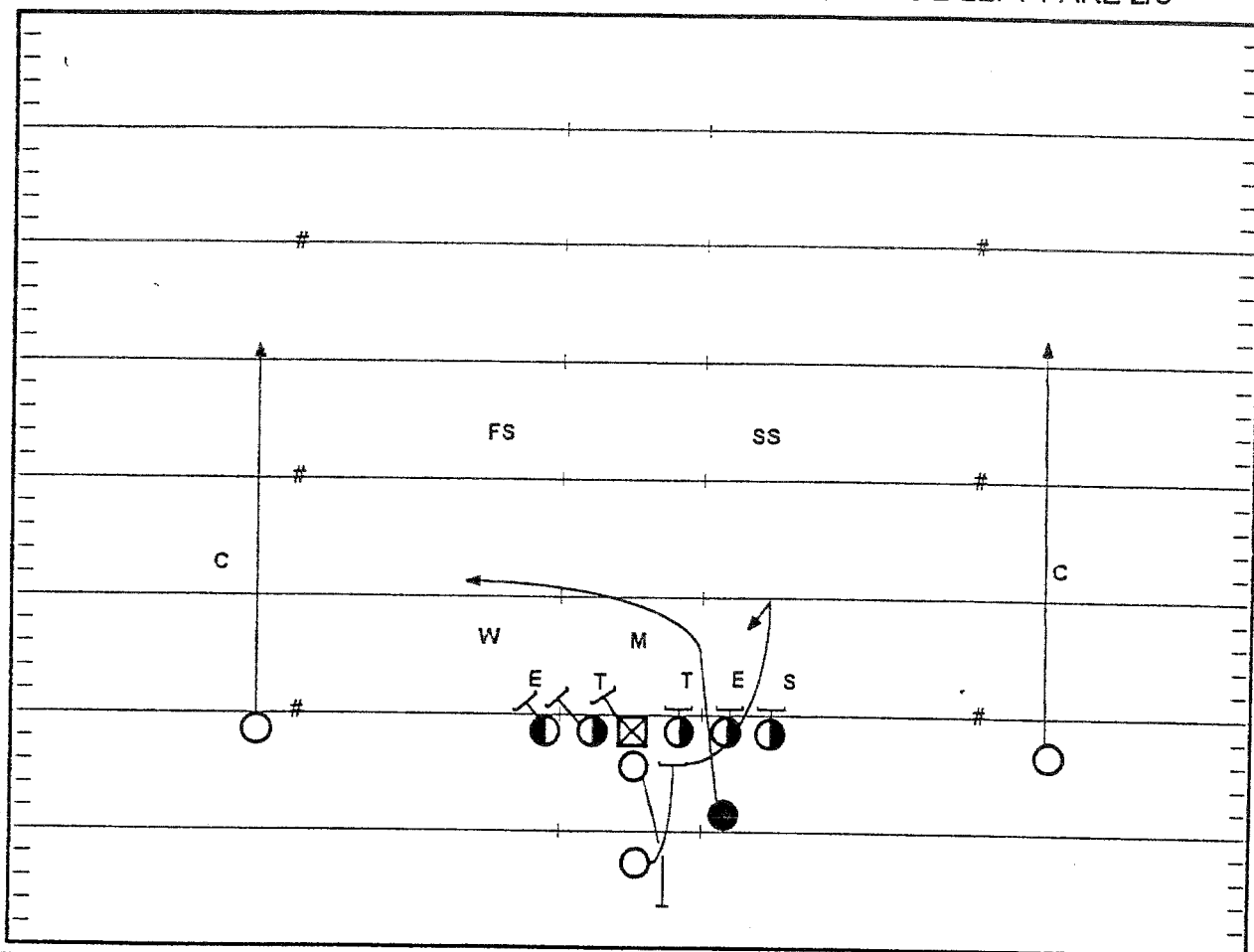
# SAINTS



## PLAY ACTION

**FORMATION:** I, SPLIT, NEAR, STRONG

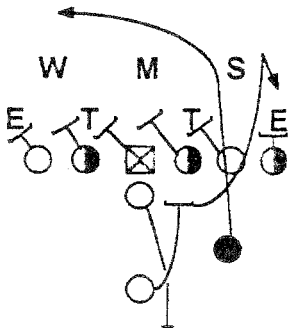
**PLAY:** SLIDE LEFT FAKE 2/3



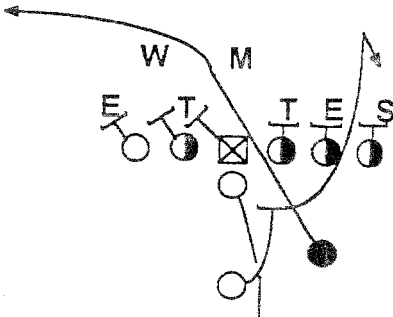
### COACHING POINTS

OFF-SIDE TACKLE	OFF-SIDE GUARD	CENTER	GUARD	TACKLE
Aggressive Slide Protection to direction called. -Slide protection rules.	Aggressive Slide Protection to direction called. -Slide protection rules.	Aggressive Slide Protection to direction called. -Slide protection rules.	Aggressive Slide Protection to direction called. -Slide protection rules.	Aggressive Slide Protection to direction called. -Slide protection rules.
Y #3. Aggressive Slide Protection to direction called. -Slide protection rules. -Possible Check Release. vs Exchange - Block No Check Release.	QB Fake to Back in A-Gap. Set up for pass behind Center.			
X Run route that's called.	R/L (Lead Back) Receiver - Free release/ Take easiest path - Run Route.			
Z Run route that's called.	L/R (Faking Back) Good fake at A Gap. Crossover/Lead. Check 1st stacked Backer from Tackle outside in. If 1st stacked LBer is weak & threatening, forget fake & check LBer. Run Route. C.P. - From 2/4 position - Take Lead path. Possible 'Tough' call.			

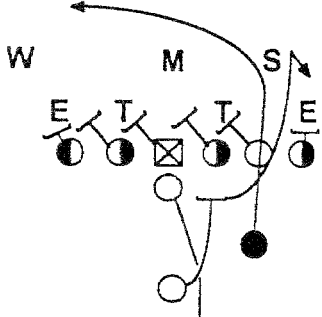
SLIDE LEFT - FAKE 2/3



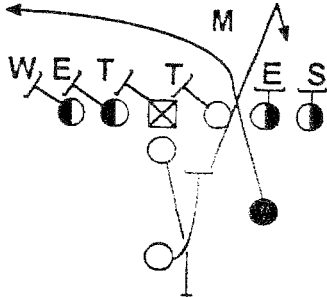
SWIM



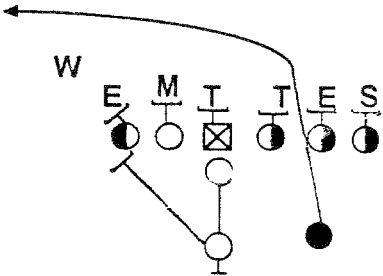
43 W



43 S

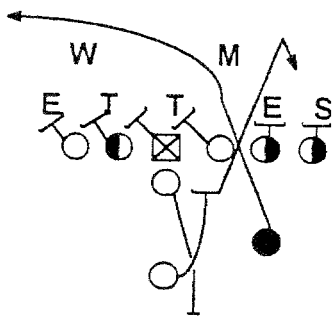


UNDER

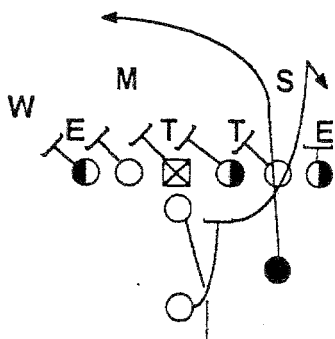


'Tough' call

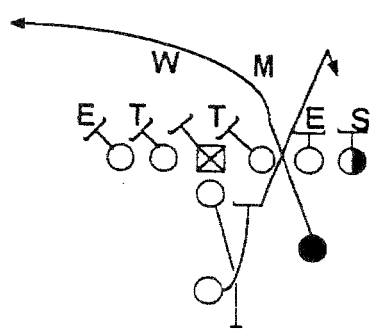
OVER



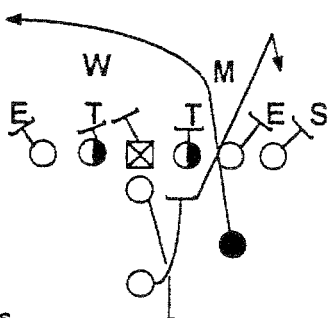
UNDER W



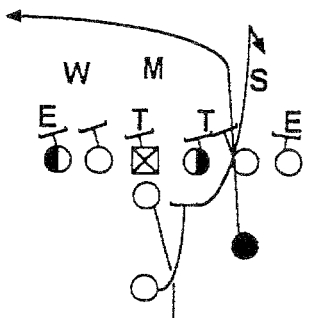
OVER S



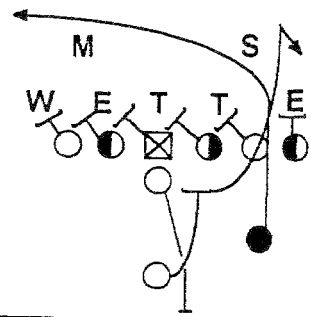
UNDER WIN



43 Wide Boss



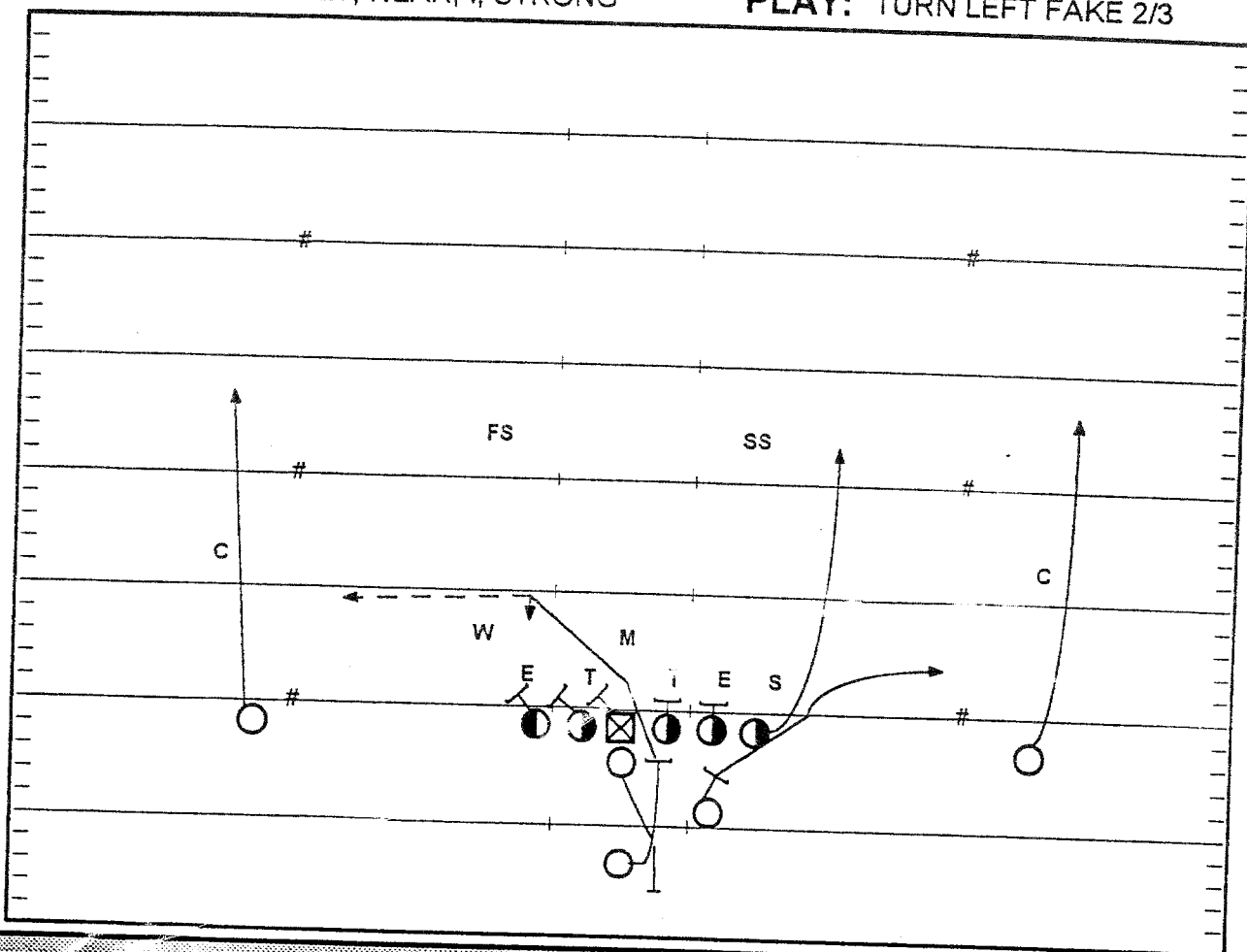
OVER S BOSS



52

**FORMATION:** SPLIT, NEAR, I, STRONG

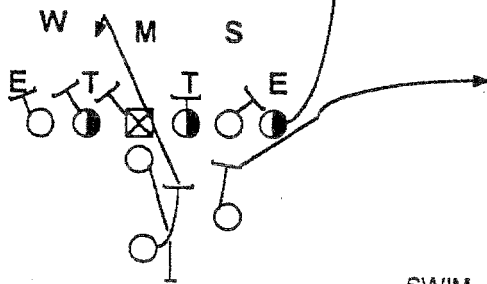
**PLAY:** TURN LEFT FAKE 2/3



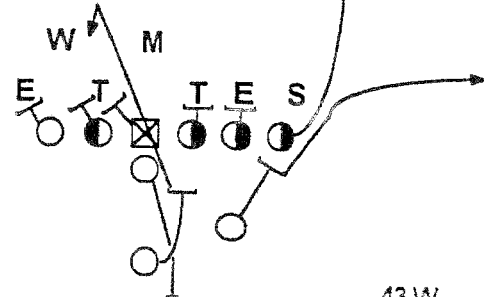
### COACHING POINTS

OFF-SIDE TACKLE	OFF-SIDE GUARD	CENTER	GUARD	TACKLE
Aggressive Turn Protection to direction call. -Turn protection rules.	Aggressive Turn Protection to direction call. -Turn protection rules.	Aggressive Turn Protection to direction call. -Turn protection rules.	Aggressive Turn Protection to direction call. -Turn protection rules.	Aggressive Turn Protection to direction call. -Turn protection rules.
<b>Y</b> Release - Run route that's called.		<b>QB</b> Fake to Back in A-Gap. Set up for pass behind Center.		
<b>X</b> Run route that's called.		<b>R/L</b> (Lead Back) Check Sam. Run Route.		
<b>Z</b> Run route that's called.		<b>L/R</b> (Faking Back) Good Fake at A Gap - Crossover/Lead. Check Mike. Run Route. Possible 'Tough Call' - Go to Will. C.P. - From 2/4 position - Take Lead Path.		

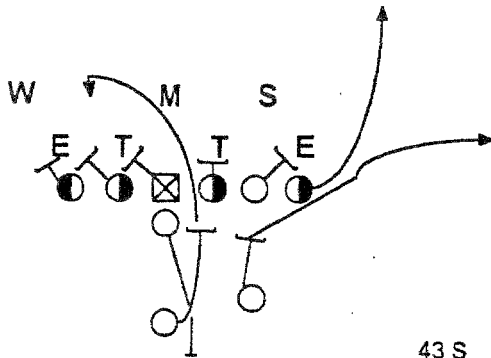




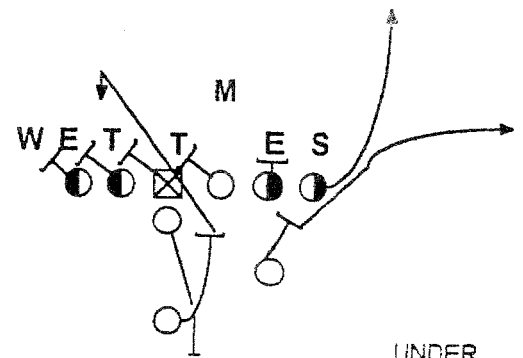
SWIM



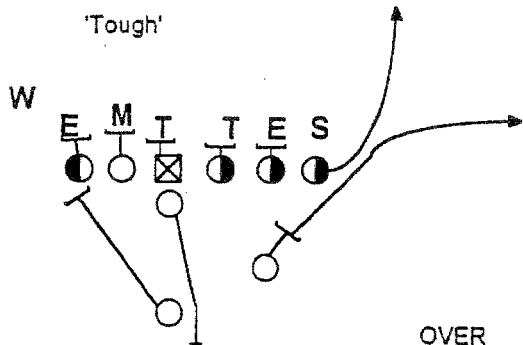
43 W



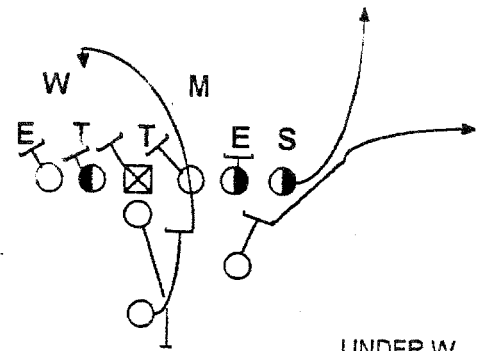
43 S



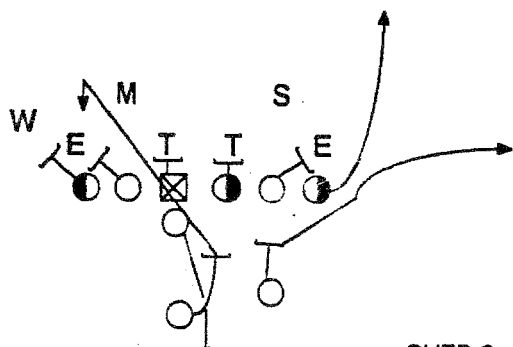
UNDER



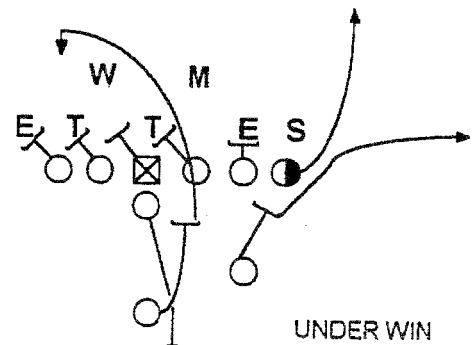
OVER



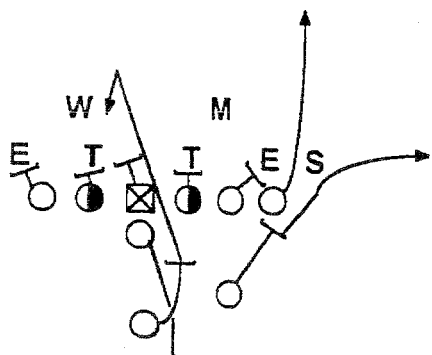
UNDER W



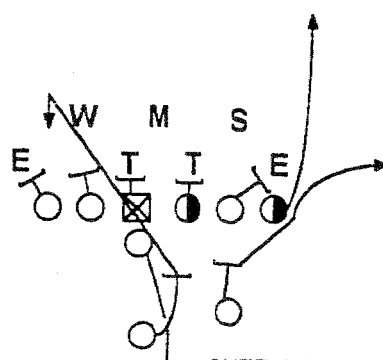
OVER S



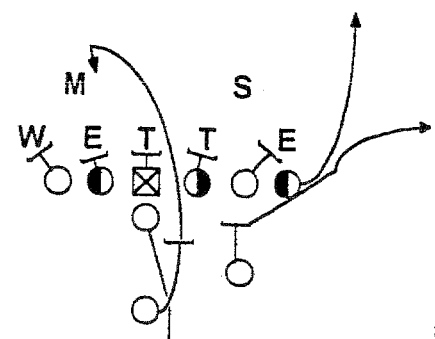
UNDER WIN



43 WIDE BOSS



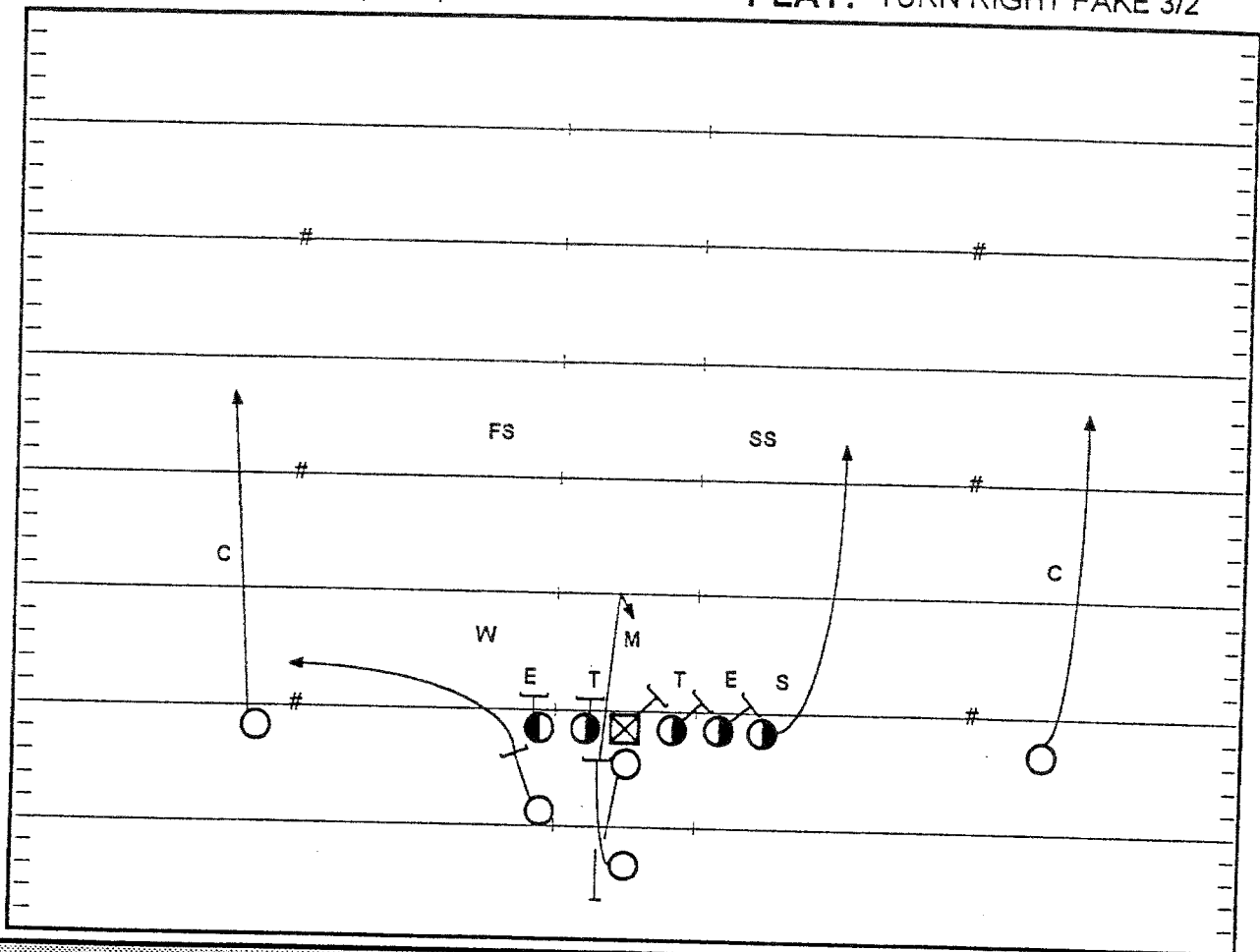
OVER S BOSS



52

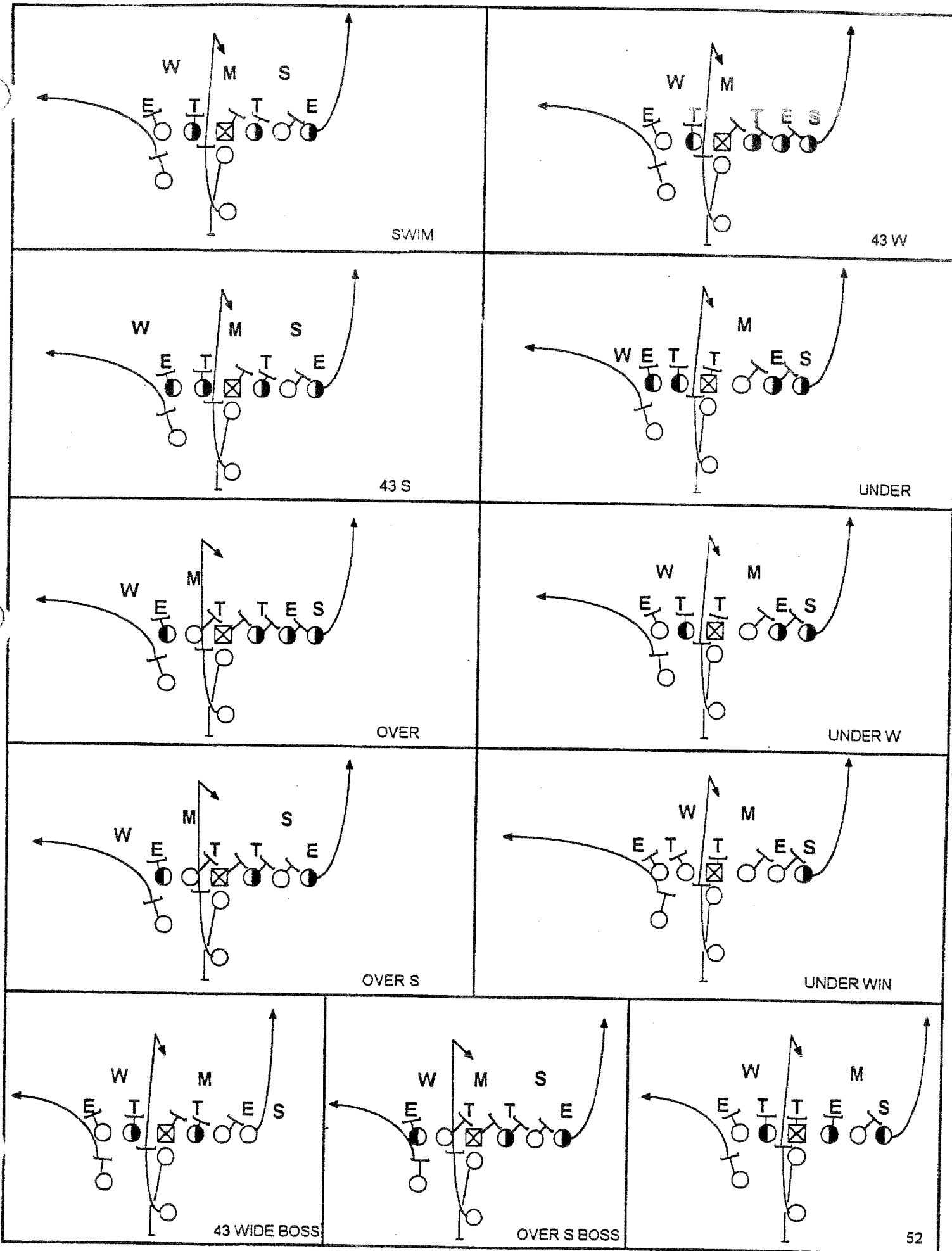
**FORMATION:** WEAK, FAR, I

**PLAY:** TURN RIGHT FAKE 3/2



**COACHING POINTS**

OFF-SIDE TACKLE	OFF-SIDE GUARD	CENTER	GUARD	TACKLE
Aggressive Turn Protection to direction call. -Turn protection rules.	Aggressive Turn Protection to direction call. -Turn protection rules.	Aggressive Turn Protection to direction call. -Turn protection rules.	Aggressive Turn Protection to direction call. -Turn protection rules.	Aggressive Turn Protection to direction call. -Turn protection rules.
Y Release - Run route that's called.		QB Fake to Back in A-Gap. Set up for pass behind Center.		
X Run route that's called.		R/L (Lead Back) Check WILL. Run Route.		
Z Run route that's called.		L/R (Faking Back) Good Fake at A Gap - Crossover/Lead. Check MIKE. Run Route. Possible 'Tough Call' - Go to SAM.		



# SAINTS

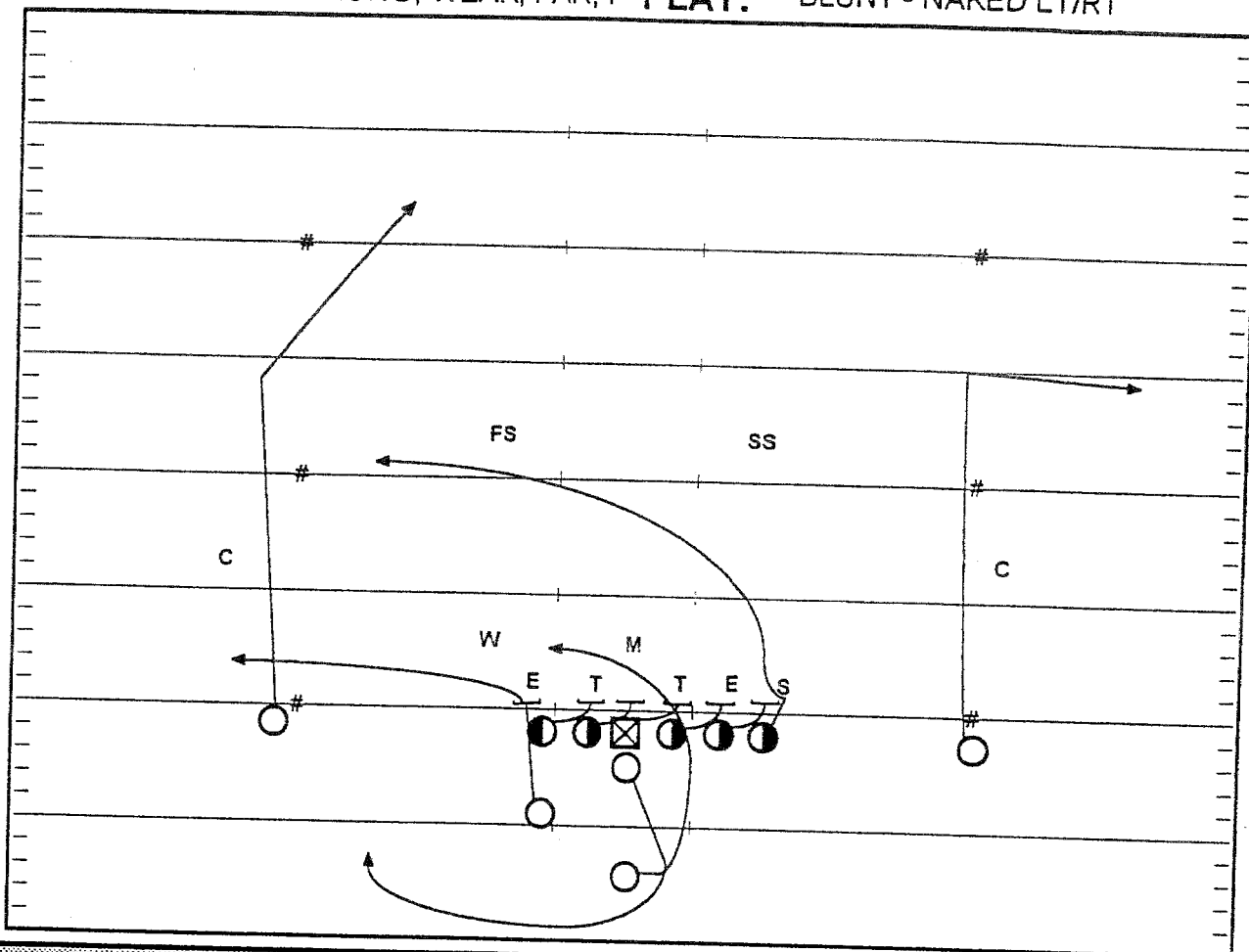


# NAKEDS

**FORMATION:** STRONG, WEAK, FAR, I

**PLAY:**

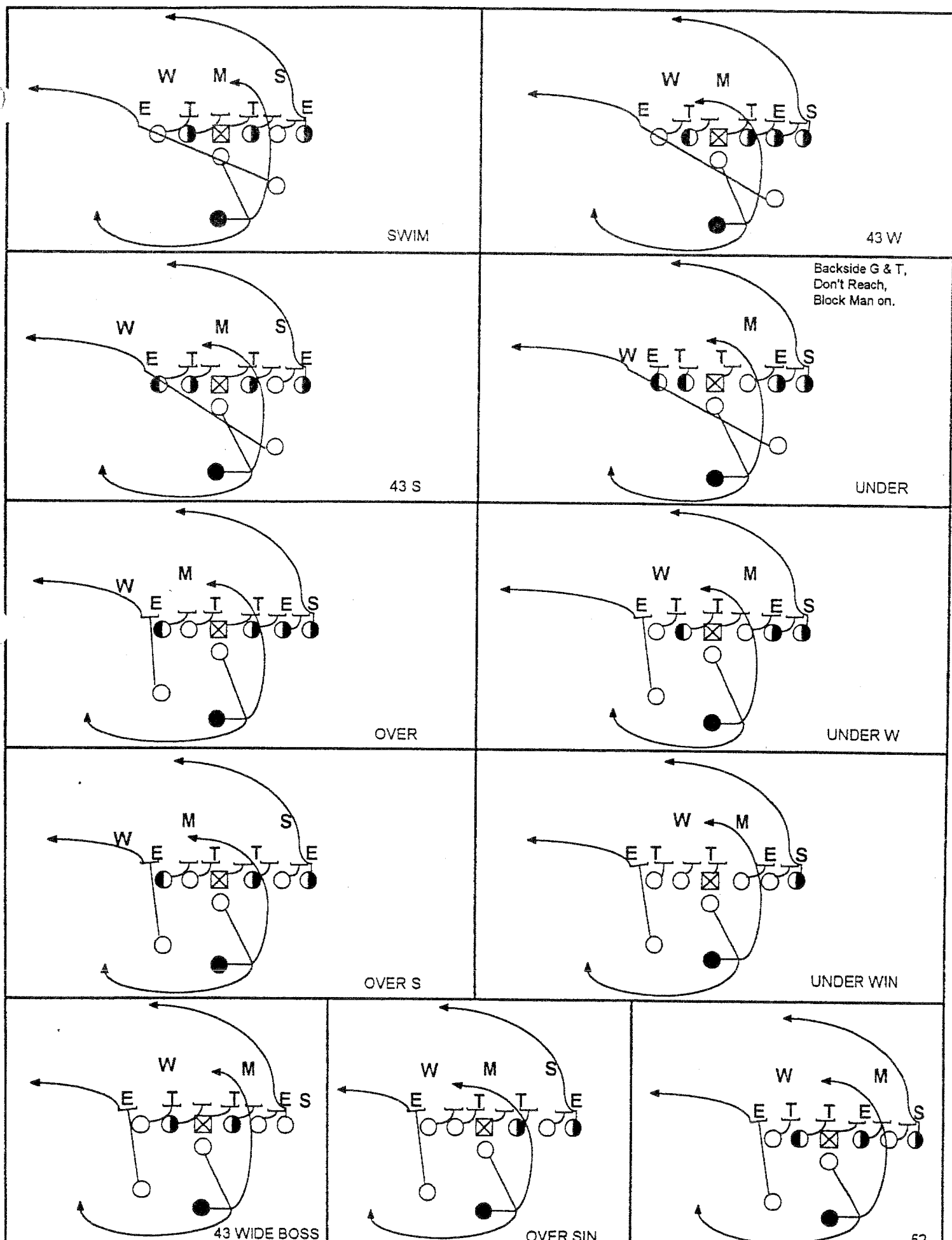
REACH RT/LT - FAKE 4/5  
BLUNT - NAKED LT/RT



### COACHING POINTS

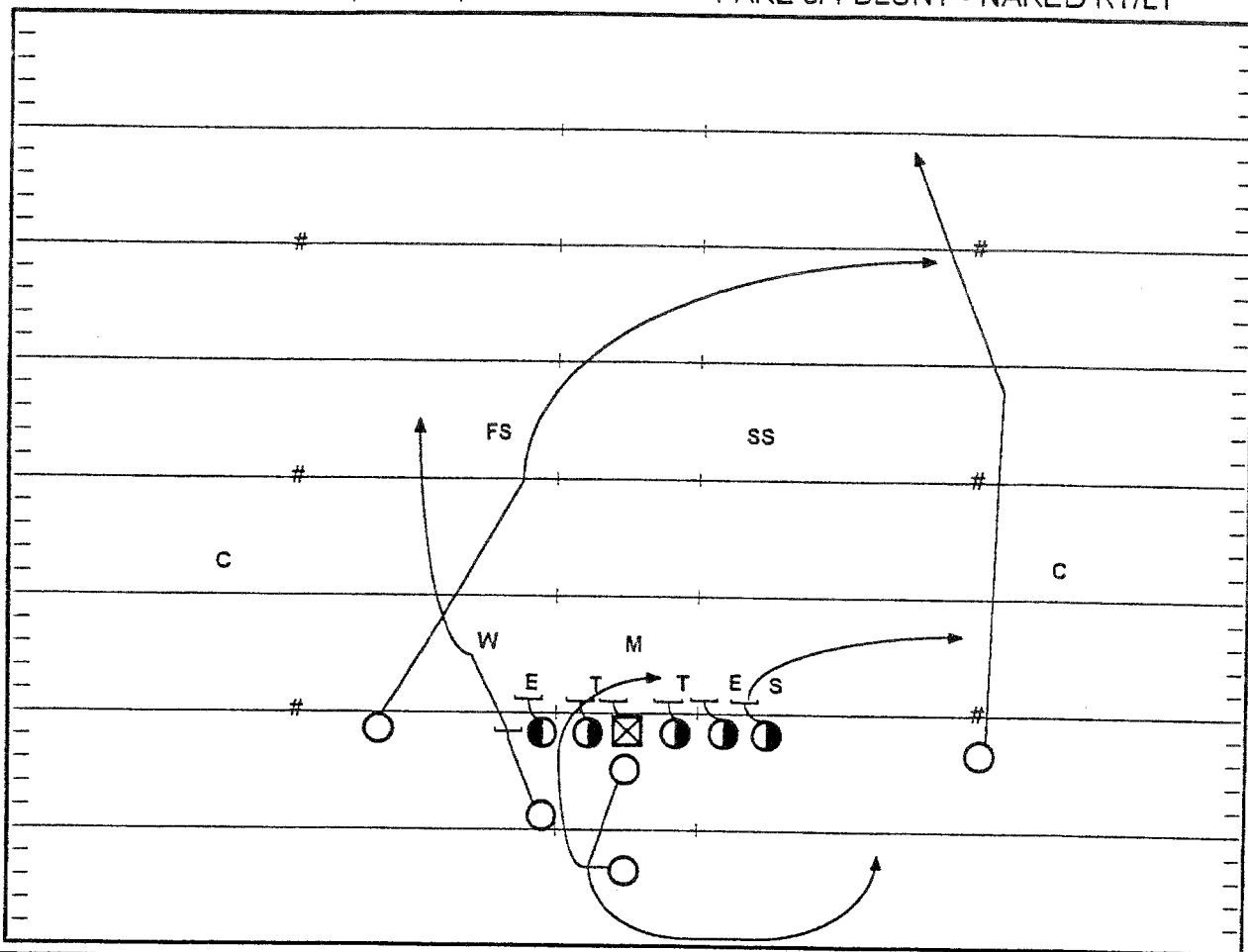
OFF-SIDE TACKLE	OFF-SIDE GUARD	CENTER	GUARD	TACKLE
Aggressive Reach for #1 vs. Force End - Block Man on.	Aggressive Reach for #0	Aggressive Reach for #1	Aggressive Reach for #2	Aggressive Reach for #3
<b>Y</b> Widen Split. Slam #3 - Release inside. Run cross route. Don't be in a hurry. Alert - Avoid Mike.			<b>QB</b> Open to 5:00 - Fake Blunt - Naked left - Break Contain. After fake get head around quick. Be prepared to buy time.	
<b>X</b> Maximum split - Outside release - Run Action 8. Alert: possible first option.			<b>R/L</b> (Non-Faking Back) Weak/Far Formation - Slam End Man on LOS. Force him inside - Release Run Route. C.P. - Strong/I Formation - Avoid End Man on LOS.	
<b>Z</b> Normal split - Inside release - Run Action 3			<b>L/R</b> (Faking Back) Hard Blunt fake Run Route.	

# REACH RT/LT - FAKE 4/5 BLUNT - NAKED LT/RT



**FORMATION:** FAR, WEAK, I

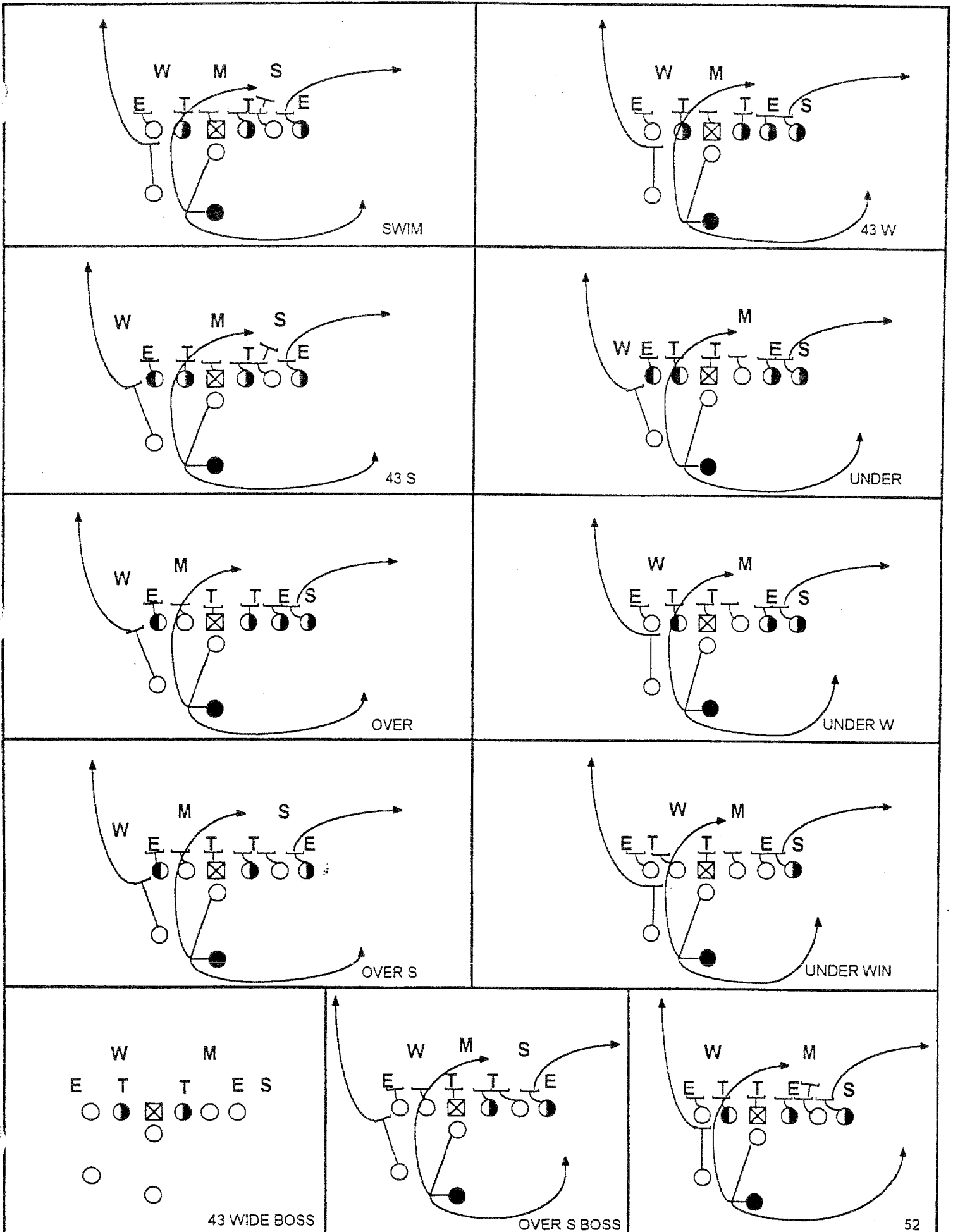
**PLAY:** FAKE 5/4 BLUNT - NAKED RT/LT



### COACHING POINTS

OFF-SIDE TACKLE	OFF-SIDE GUARD	CENTER	GUARD	TACKLE
Aggressive Blunt Blocking rules.	Aggressive Blunt Blocking rules.	Aggressive Blunt Blocking rules.	Aggressive Blunt Blocking rules.	Aggressive Blunt Blocking rules.
<b>Y</b> Step inside, Sell Blunt. Release - Run Route.		<b>QB</b> Open to 7:00. Fake Blunt - Naked Right - Break Contain. After fake get head around quick. Be prepared to buy time. No vs. 2 men outside TE, on or near LOS.		
<b>X</b> Nasty Position - Inside release - Run cross route - Climb to 20 yards		<b>R/L</b> (Faking Back) Hard Blunt fake - Run Route.		
<b>Z</b> Around Numbers - Force Outside Release - Run Action 8.		<b>L/R</b> (Non-Faking Back) Check Will - Run Route. C.P. - Be patient, Let 'X' Clear. - Stay wide.		

FAKE 5/4 BLUNT - NAKED RT/LT





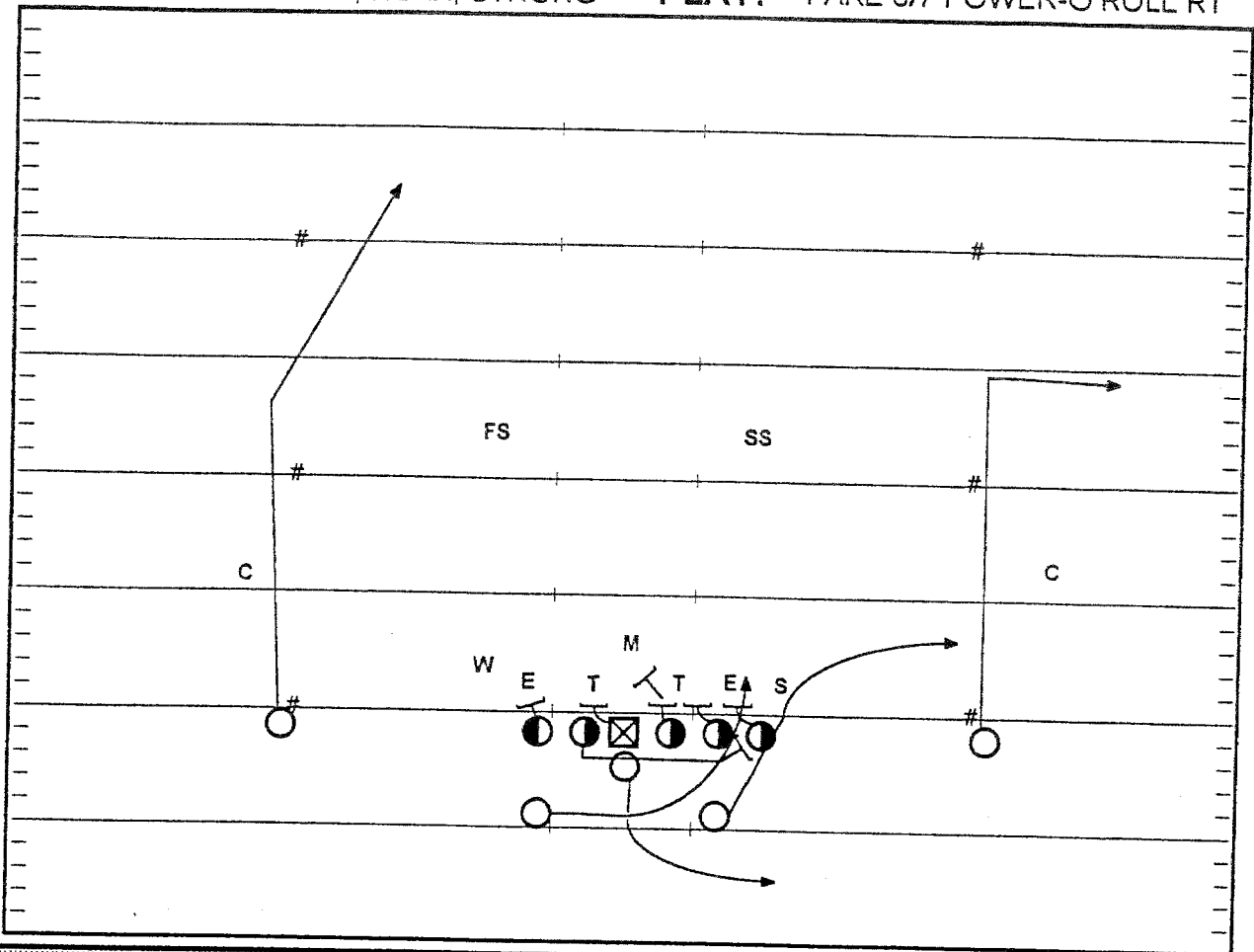
# SAINTS



## ACTIONS

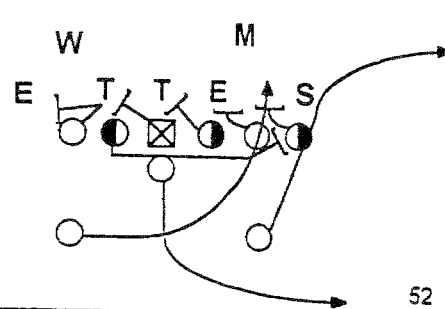
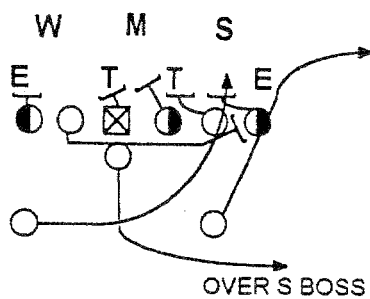
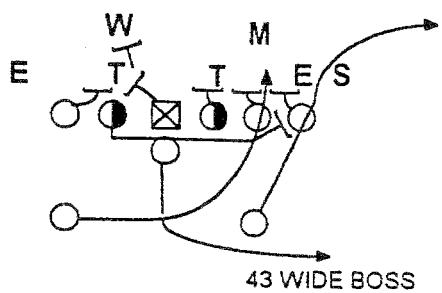
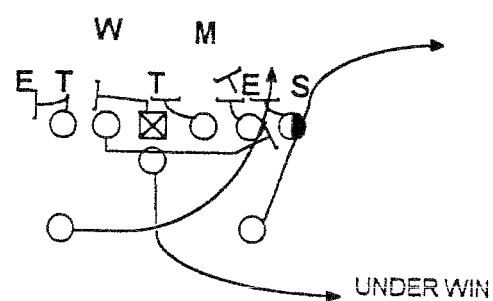
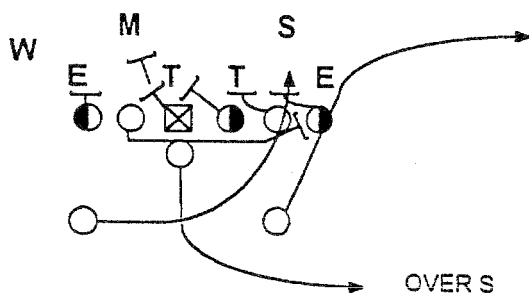
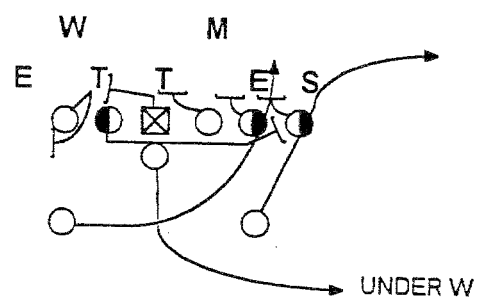
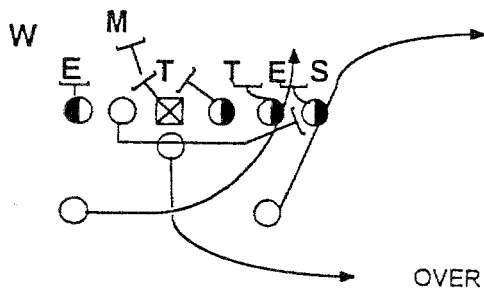
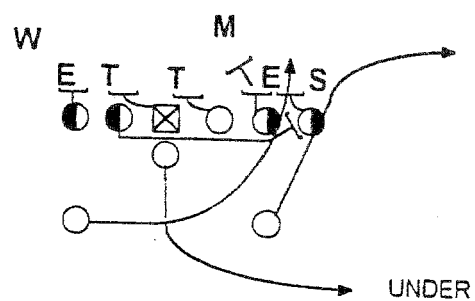
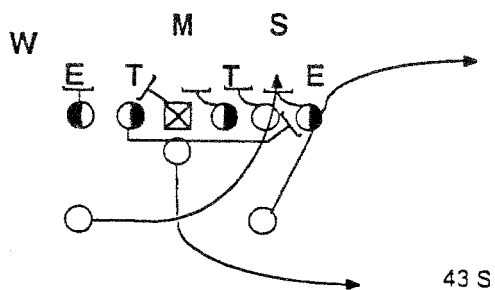
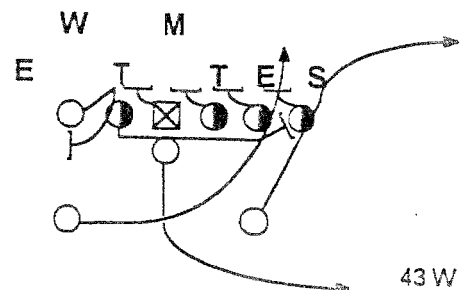
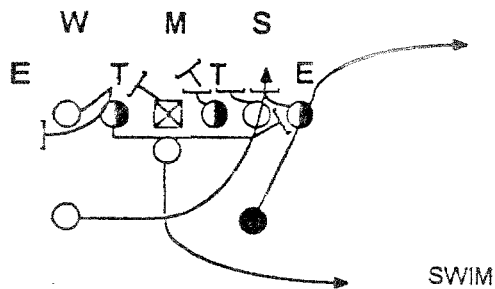
**FORMATION:** SPLIT, NEAR, STRONG

**PLAY:** FAKE 6/7 POWER-O ROLL RT

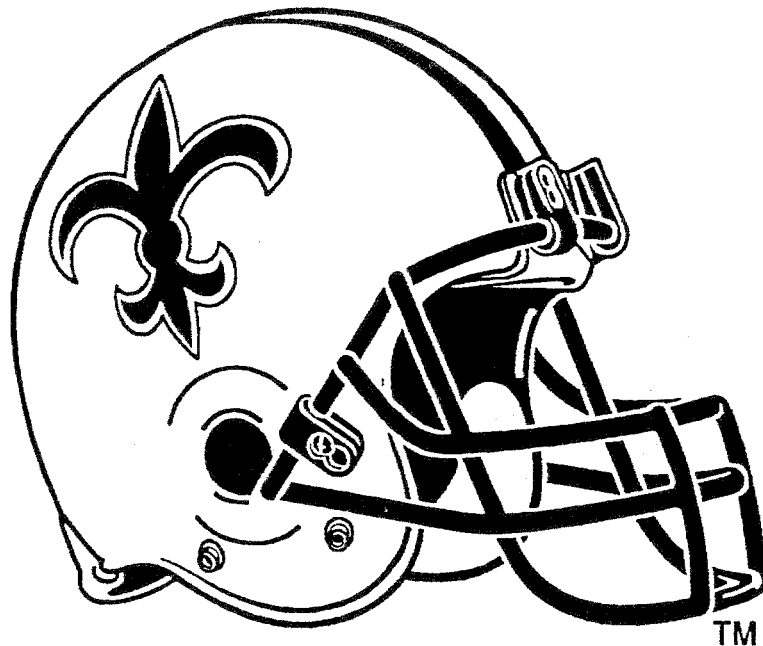


### COACHING POINTS

OFF-SIDE TACKLE	OFF-SIDE GUARD	CENTER	GUARD	TACKLE
Play action Power blocking. Aggressive - Don't go downfield.	Pull - Stay outside Block - Cut end man on the line.	Play action Power blocking. Aggressive - Don't go downfield.	Play action Power blocking. Aggressive - Don't go downfield.	Play action Power blocking. Aggressive - Don't go downfield.
Y Play action - Power-O blocking.		QB Fake Power-O. Roll out playside. Break contain.		
X Run Action 8.		R/L (Lead Back) Influence end man on the line. Bluff. Run route.		
Z Run Action 3.		L/R (Faking Back) Fake Power-O - Come inside Guard's Block. C.P. - Fake hard enough to be tackled.		



# SAINTS



## SCREENS

# SCREENS

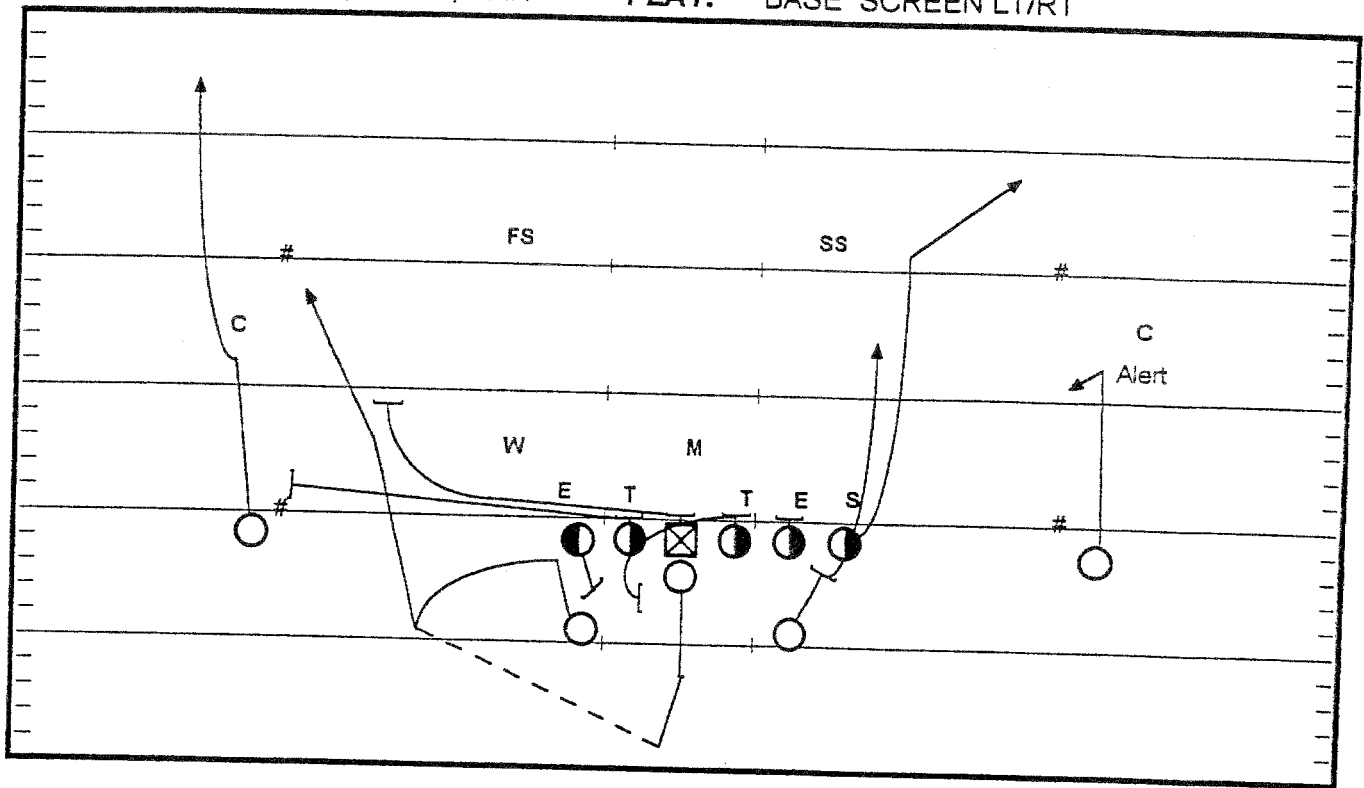
## I. Screen Principles

1. Screens can be called from any formation.
2. QB will call the formation and direction (Right, Left or Middle).
3. Eligible receiver duties will result from game to game preparation.
4. Man being screened to must make the play look like a pass - no one must tip off the screen.
5. Back screening - must screen off any blitzers to whom he is assigned. Should receive ball behind or inside the outside lineman forming the screen.
6. Remaining back has check release on outside LBer to respective side then release, run route, unless otherwise dictated by game plan. After ball is thrown, respond as football player and block reaction of defensive player in area (MDM).
7. Linemen "Think Area Blocking". To pick up line stunts, twist and loop. Cannot be downfield until the ball has left the QB's hands -- do not bunch up and do not pass up potential tacklers in your area.
8. The suggested words to use for timing are: 1001 (one-thousand-one) - 1002 (one-thousand-two) - 1003 (one-thousand-three) - release.
9. Screens will be run off basic pass patterns.

## II. Types of Screens

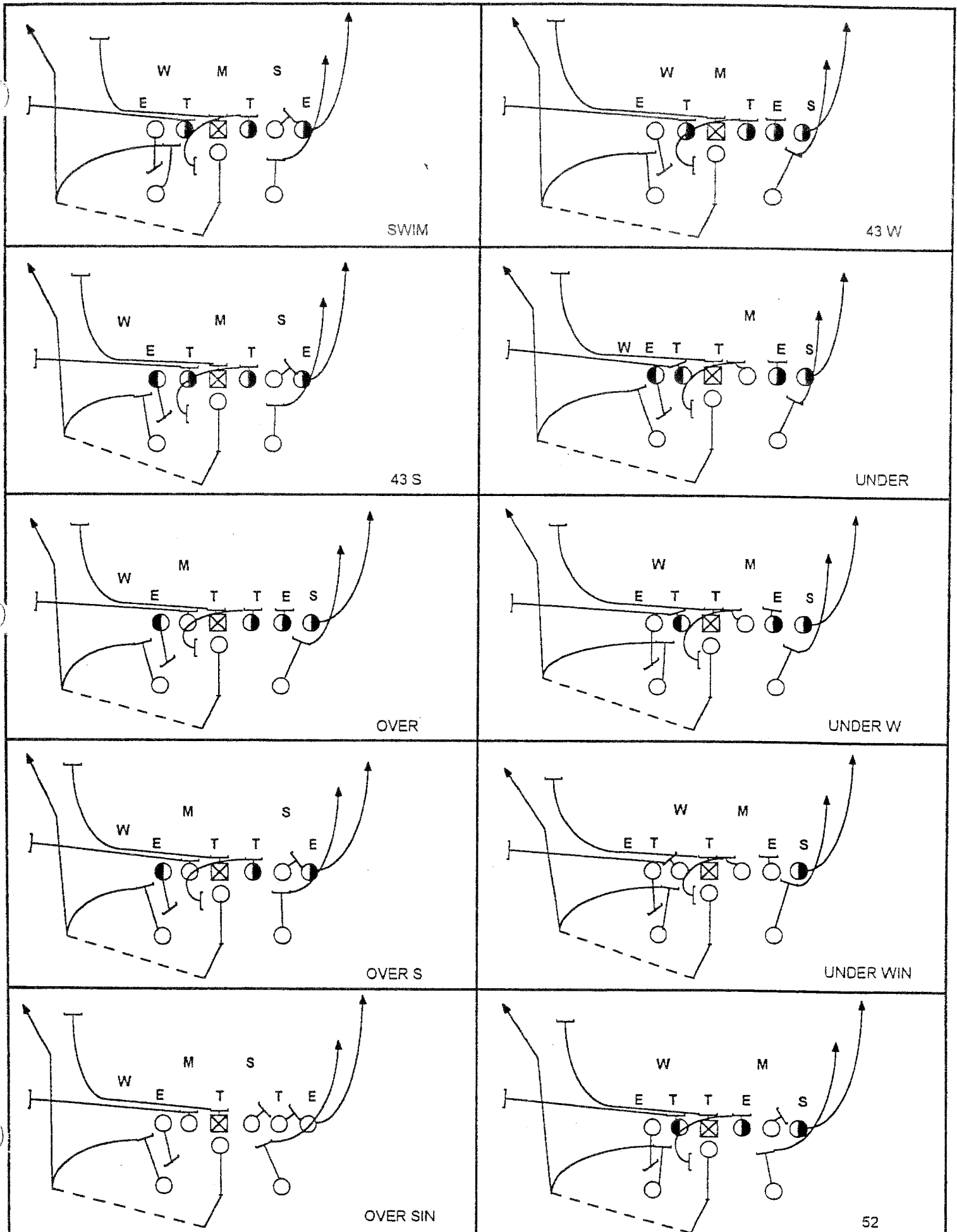
1. Regular
2. Quick
3. Slip
4. Play Action

**PLAY:** BASE SCREEN LT/RT



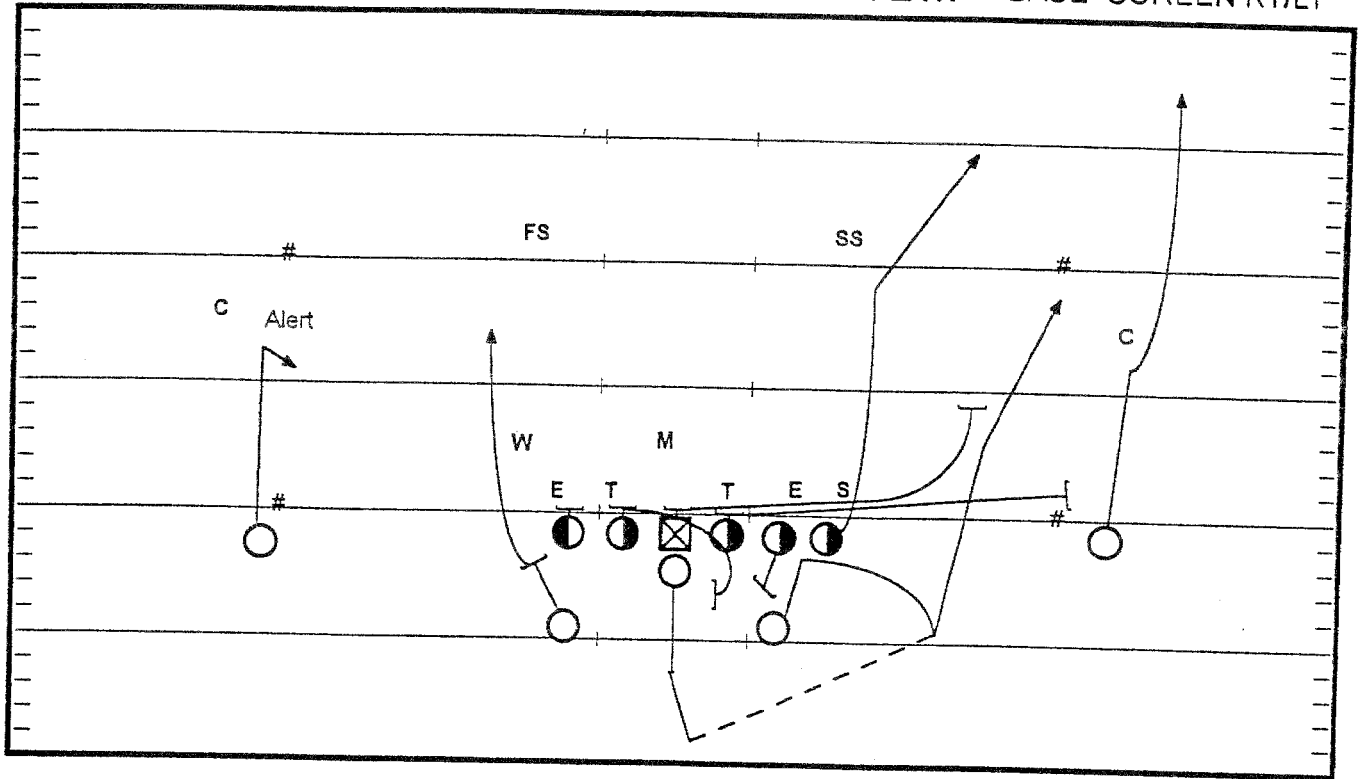
REGULAR SCREEN RULES (RIGHT or LEFT)	
<b>ON-SIDE TACKLE</b>	Set up, give ground to depth of 5 yards and cut.
<b>ON-SIDE GUARD</b>	Area block 3 counts and release to side of screen looking for first man outside. Could adjust with Center.
<b>CENTER</b>	Area block 3 counts and release to side of screen looking for first man inside - Could adjust with Guard.
<b>OFF-SIDE GUARD</b>	Pass protection - Peel to any tracking defender.
<b>OFF-SIDE TACKLE</b>	Pass protection.
<b>SCREENING BACK</b>	Pass Set - Check Will - Run screen. Catch ball on the run. Give 'Go' call.
<b>REMAINING BACK</b>	Check Sam - Run Seam.
<b>TIGHT END</b>	Run Corner Route.
<b>X</b>	Run Off and Block reaction.
<b>Z</b>	Run Smash Route. If Corner is off - Come off slow. If Pressed - Get open.
<b>QB</b>	5 step drop - Set - Draw rush, retreat and drift towards screen back to find throwing lane. C.P. - If you get in trouble, be alert for WR backside.

# BASE SCREEN LT/RT



**FORMATION:** SPLIT, STRONG, NEAR, WEAK, FAR

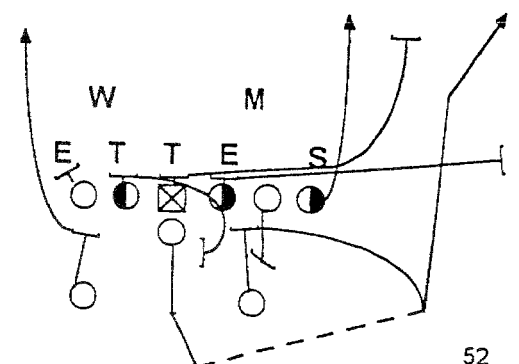
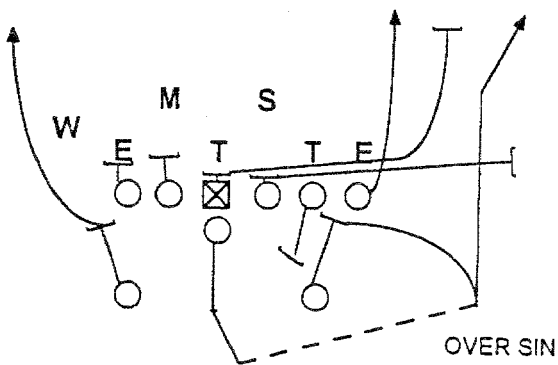
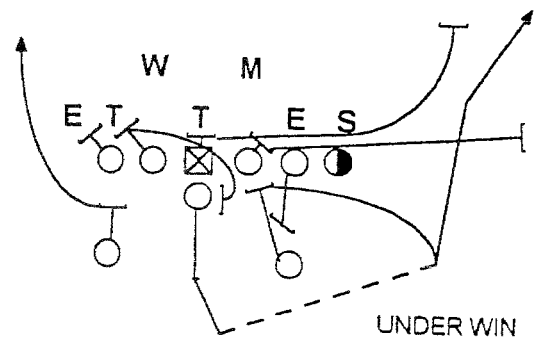
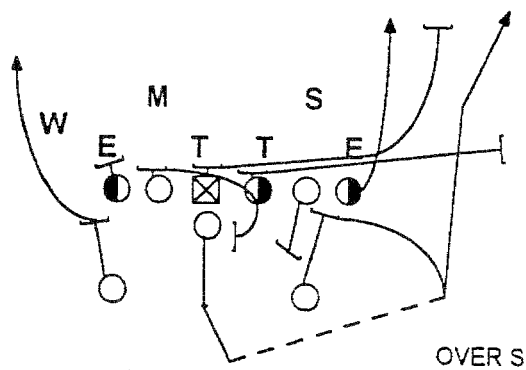
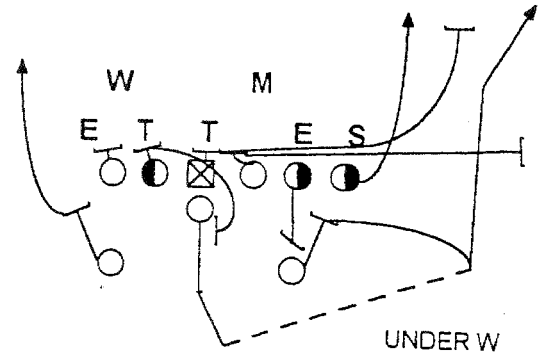
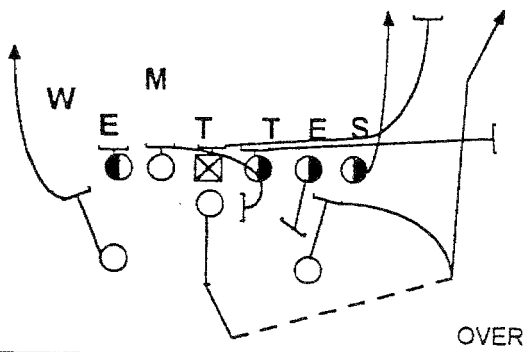
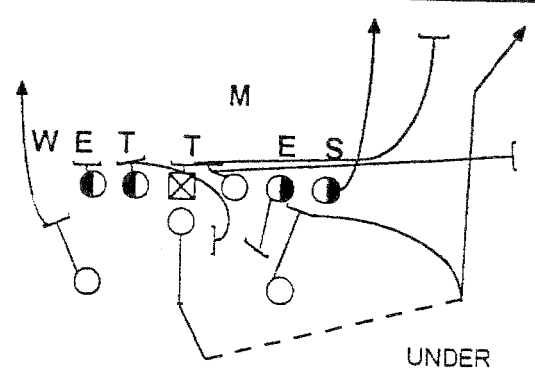
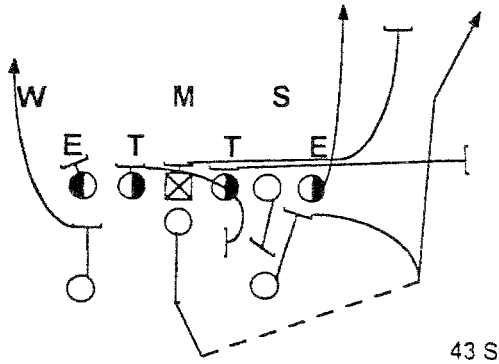
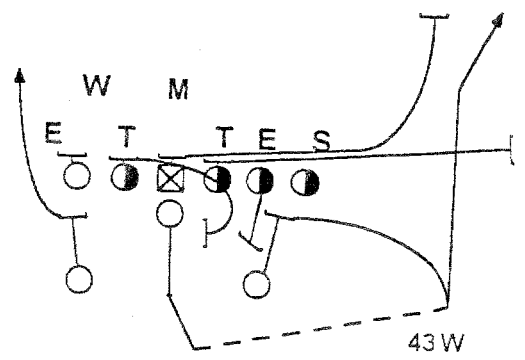
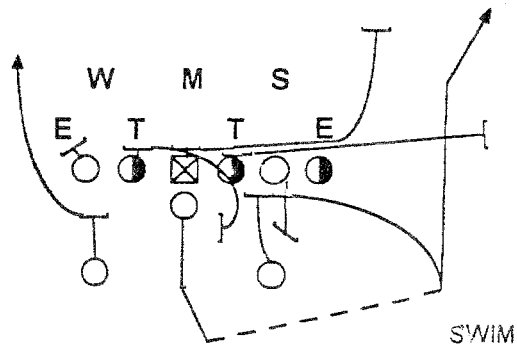
**PLAY:** BASE SCREEN RT/LT



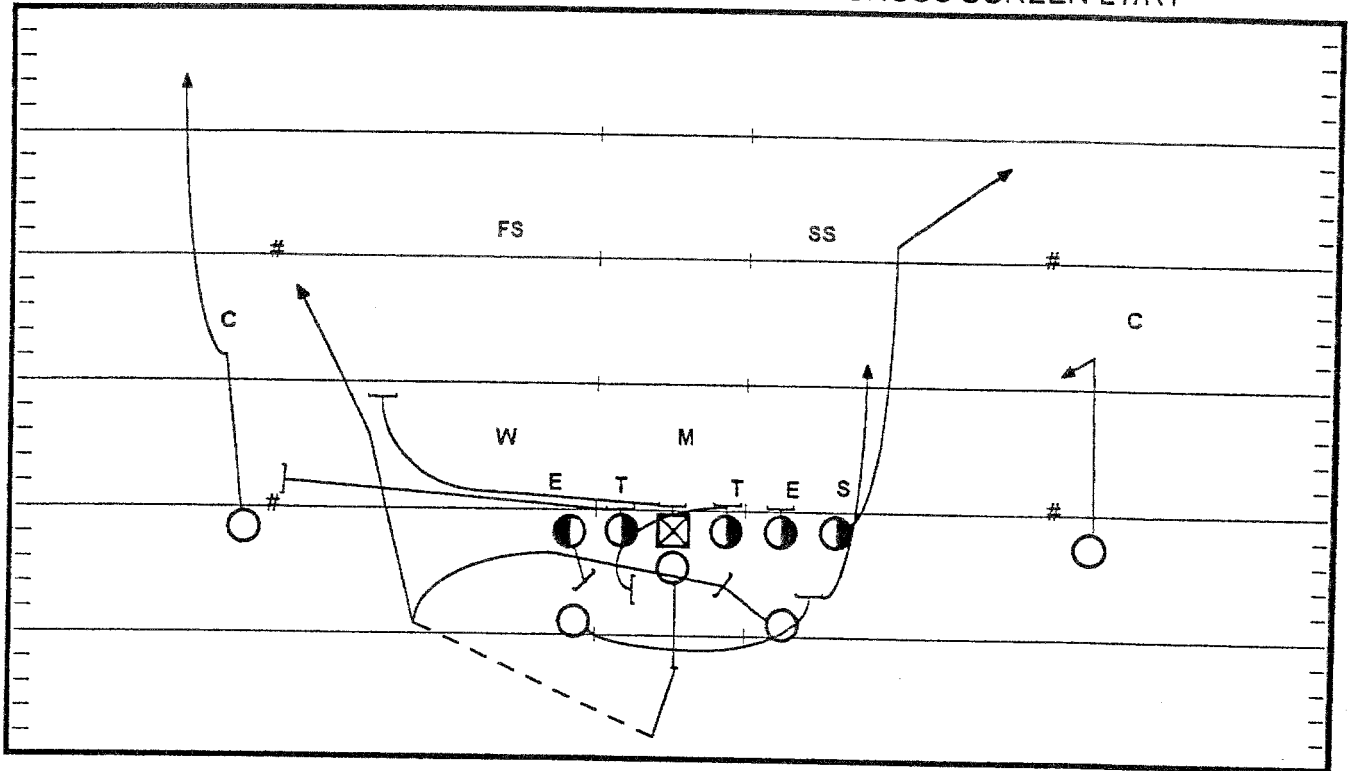
REGULAR SCREEN RULES (RIGHT or LEFT)	
<b>ON-SIDE TACKLE</b>	Set up, give ground to depth of 5 yards and cut.
<b>ON-SIDE GUARD</b>	Area block 3 counts and release to side of screen looking for first man outside. Could adjust with Center.
<b>CENTER</b>	Area block 3 counts and release to side of screen looking for first man inside - Could adjust with Guard.
<b>OFFSIDE GUARD</b>	Pass protection - Peel to any tracking defender.
<b>OFFSIDE TACKLE</b>	Pass protection.
<b>SCREENING BACK</b>	Pass Set - Check Sam - Run screen. Catch the ball on the run. Give 'Go' call.
<b>REMAINING BACK</b>	Check Will - Run Seam.
<b>TIGHT END</b>	Outside release - Run Corner.
<b>X</b>	Run Smash Route. If Corner is off - Come off slow. If Pressed - Get open.
<b>Z</b>	Run Off and Block reaction.
<b>QB</b>	5 step drop - Set - Draw rush, retreat and drift towards screen back to find throwing lane. C.P. - If you get in trouble, be alert for WR backside.



# BASE SCREEN RT/LT

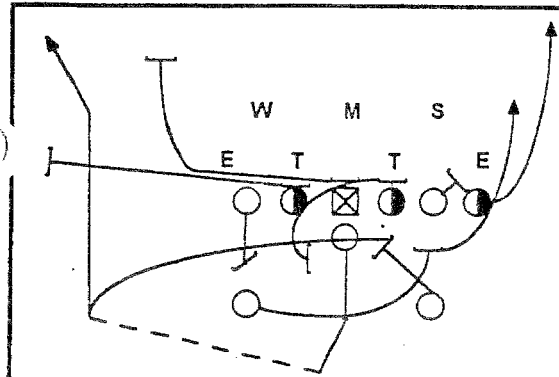


**FORMATION:** SPLIT, STRONG, NEAR **PLAY:** BASE CROSS SCREEN LT/RT

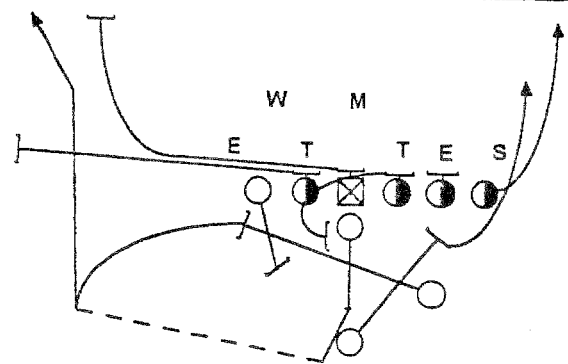


REGULAR SCREEN RULES (RIGHT or LEFT)	
<b>ON-SIDE TACKLE</b>	Set up, give ground to depth of 5 yards and cut.
<b>ON-SIDE GUARD</b>	Area block 3 counts and release to side of screen looking for first man outside. Could adjust with Center.
<b>CENTER</b>	Area block 3 counts and release to side of screen looking for first man inside - Could adjust with Guard.
<b>OFF-SIDE GUARD</b>	Pass protection - Peel to any tracking defender.
<b>OFF-SIDE TACKLE</b>	Pass protection.
<b>SCREENING BACK</b>	Pass Set - Check Will - Run screen. Catch the ball on the run. Give 'Go' call.
<b>REMAINING BACK</b>	Check Sam - Run Seam. C.P. - Cross over QB.
<b>TIGHT END</b>	Run Corner Route.
<b>X</b>	Run Off and Block reaction.
<b>Z</b>	Run Smash Route. If Corner is off - Come off slow. If Pressed - Get open.
<b>QB</b>	5 step drop - Set - Draw rush, retreat and drift towards screen back to find throwing lane. C.P. - If you get in trouble, be alert for WR backside.

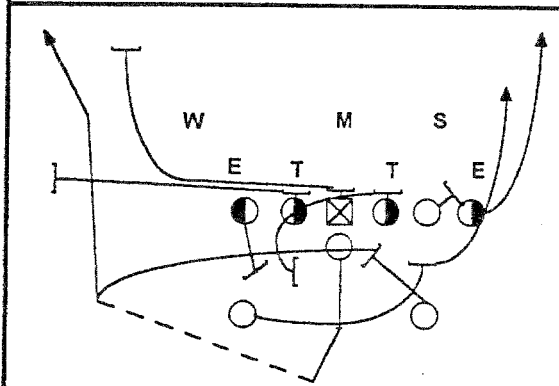
# BASE CROSS SCREEN LT/RT



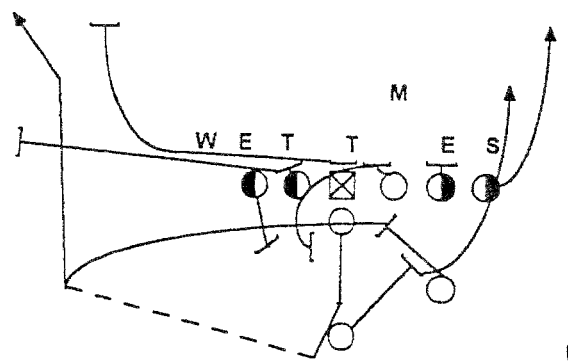
SWIM



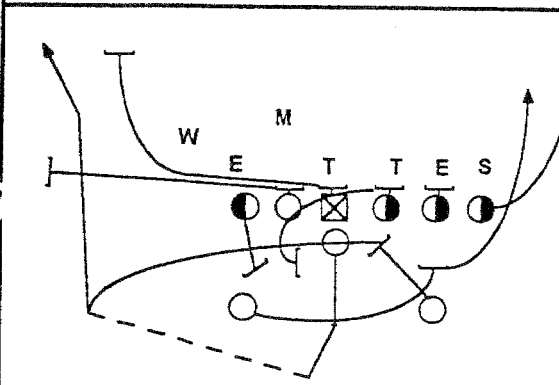
43 W



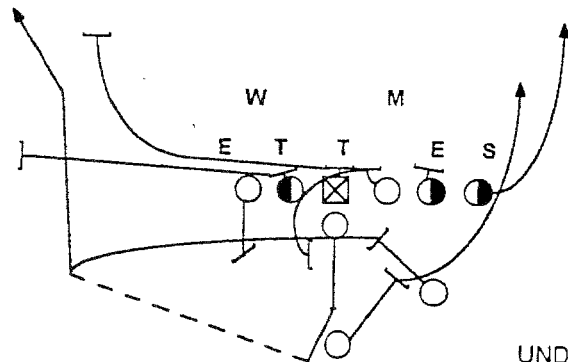
43 S



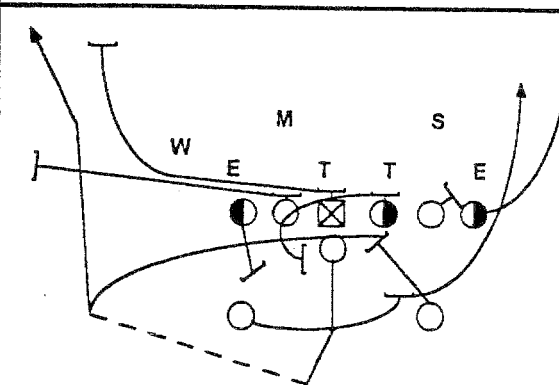
UNDER



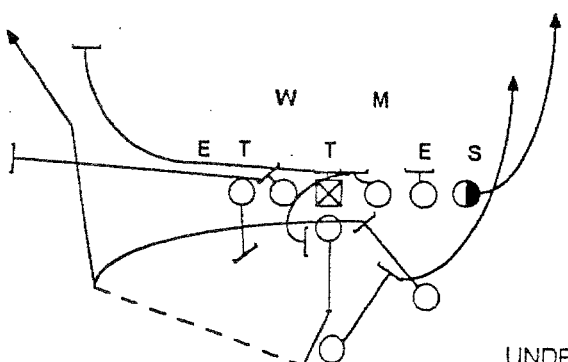
OVER



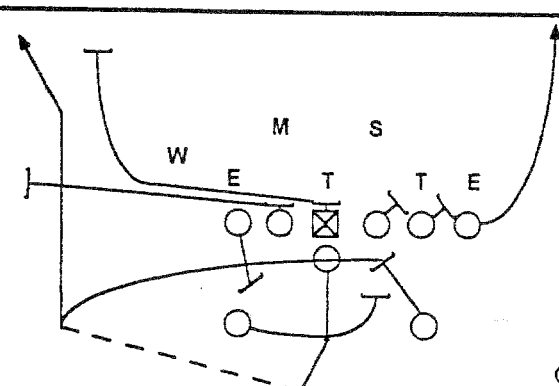
UNDER W



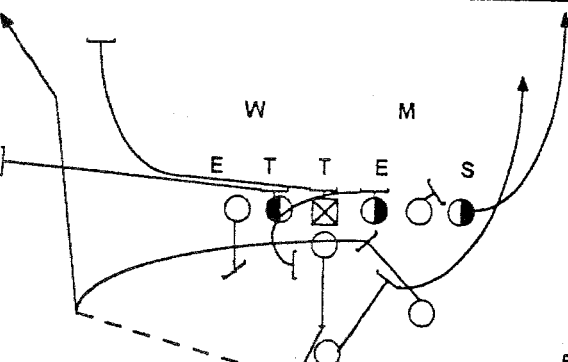
OVER S



UNDER WIN



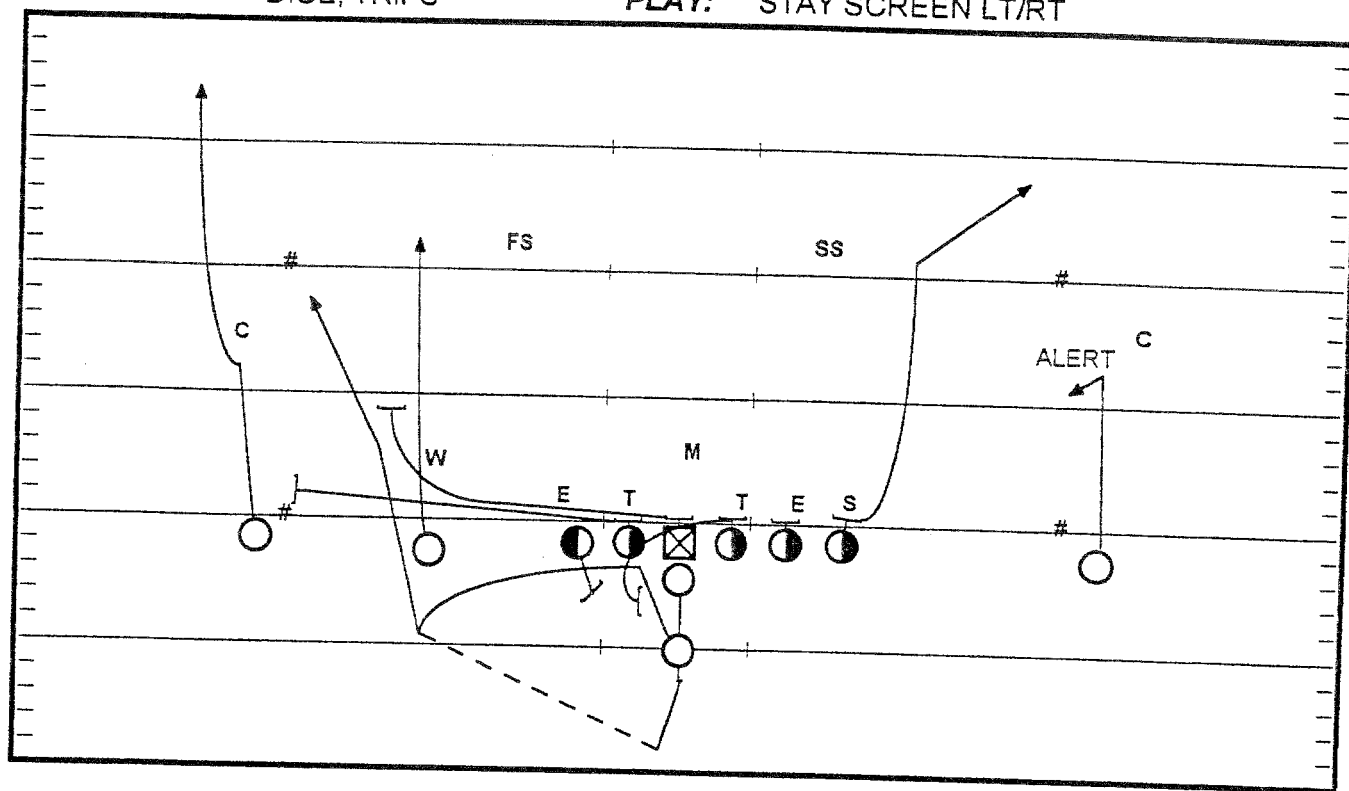
OVER SIN



52

**FORMATION:** DICE, TRIPS

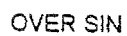
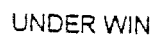
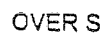
**PLAY:** STAY SCREEN LT/RT



**REGULAR SCREEN RULES (RIGHT or LEFT)**

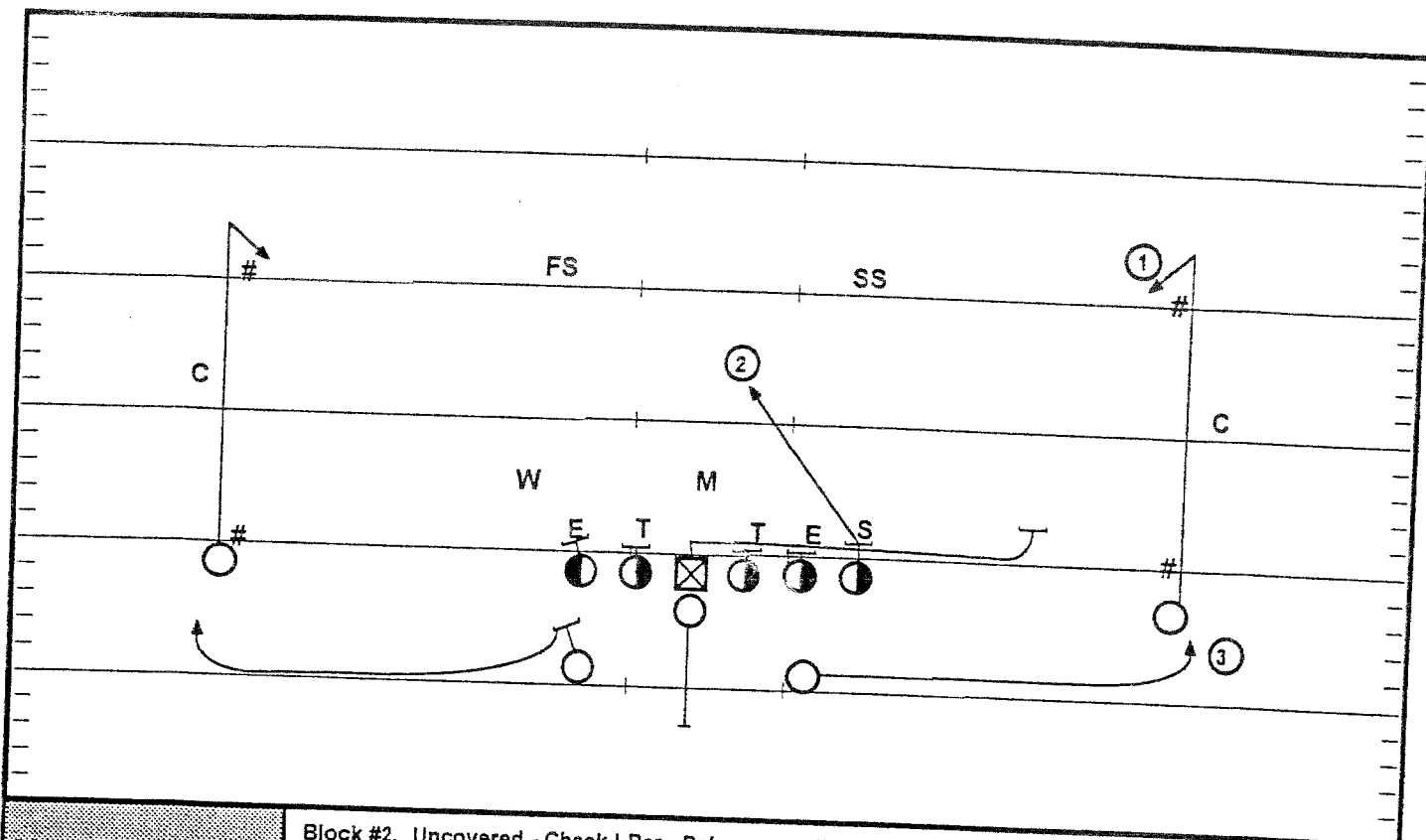
<b>ON-SIDE TACKLE</b>	Set up, give ground to depth of 5 yards and cut.
<b>ON-SIDE GUARD</b>	Area block 3 counts and release to side of screen looking for first man outside.
<b>CENTER</b>	Area block 3 counts and release to side of screen looking for first man inside - Could adjust with Guard.
<b>OFFSIDE GUARD</b>	Pass protection - Peel to any tracking defender.
<b>OFFSIDE TACKLE</b>	Pass protection.
<b>SCREENING BACK</b>	Pass Set - Check Will - Run screen. Catch the ball on the run. Give 'Go' call.
<b>H</b>	Run Seam.
<b>TIGHT END</b>	Block #3. If Sam is #3, and drops - Run Corner Route.
<b>X</b>	Run Off and Block reaction.
<b>Z</b>	Run Smash Route. If Corner is off - Come off slow. If Pressed - Get open.
<b>QB</b>	5 step drop - Set - Draw rush, retreat and drift towards screen back to find throwing lane. C.P. - If you get in trouble, be alert for WR backside.

STAY SCREEN LT/RT



FORMATION: SPLIT

PLAY: SCATTER RIGHT/LEFT



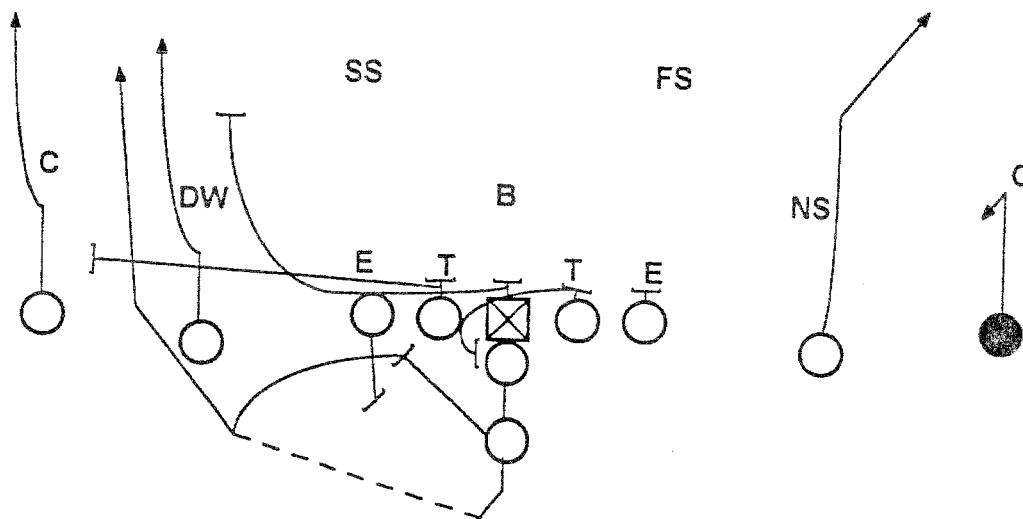
ON-SIDE TACKLE	Block #2. Uncovered - Check LBer. Release parallel to LOS. Block force inside/out.
ON-SIDE GUARD	Block #1. Uncovered check LBer. Release parallel to LOS. Block force inside/out.
CENTER	Block #0. Uncovered check LBer. Release parallel to LOS to the callside. Block force inside/out. If uncovered and Exchange look Strongside - Check LBer and release weakside.
OFFSIDE GUARD	Block #1. Uncovered check LBer. Release to the offside parallel to LOS. Block force inside/out.
OFFSIDE TACKLE	Block End.
R - BACK	Free Release Flare. C.P. - Sit at numbers. Give 'Go' call.
L - BACK	Check Release Flare. C.P. - Sit at numbers. Give 'Go' call.
TIGHT END	Slam #3. Release to open area when LBer vacates.
X	Run 4 route.
Z	Run 4 route.
QB	5 step drop. Z/Y/Back. Alert Bubble backer strong. Be prepared to abort drop to hit 'Y', if bubble LBer vacates quickly.

# SCATTER RIGHT

<p>SWIM</p>	<p>43 W</p>
<p>43 S</p>	<p>UNDER</p>
<p>OVER</p>	<p>UNDER W</p>
<p>OVER S</p>	<p>UNDER WIN</p>
<p>OVER SIN</p>	<p>52</p>

**FORMATION:** GOLD RIGHT

**PLAY:** HOT RT SCREEN LT (Hot Lt Screen Rt)



Nickel 42

**QB:** 5 step drop, SEt, Drift to screen back. Alert Hot off Nickel Sam.

**X:** Run clear out 'GO' and block man covering you.

**Y:** Run 7 route.

**Z:** Run Smash - Alert, Hot off Nickel Sam.

**H:** Run clear out Seam route.

**F:** Screening back. Pass set - Check 'Will' - Run Screen. Catch the ball on the run. Give 'Go' call.

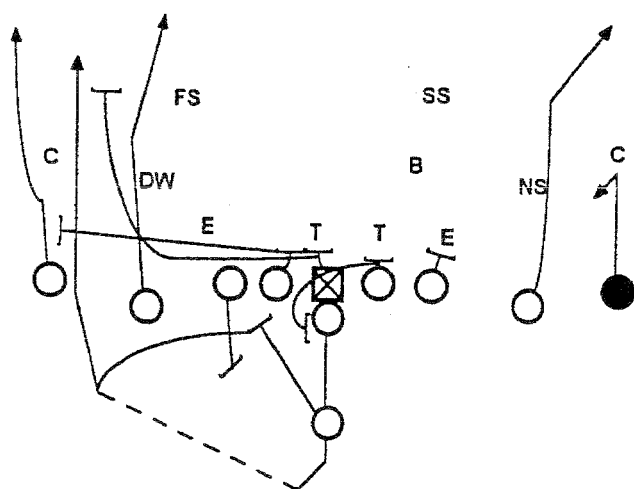
**T:** Same as Regular Screen - Give ground, set and cut.

**G:** Same as Regular Screen.

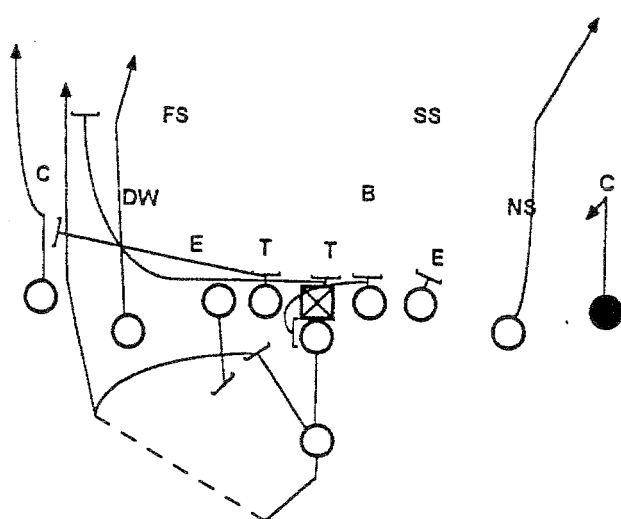
**C:** Same as Regular Screen.

**OG:** Same as Regular Screen.

**OT:** Same as Regular Screen.



Nickel Over

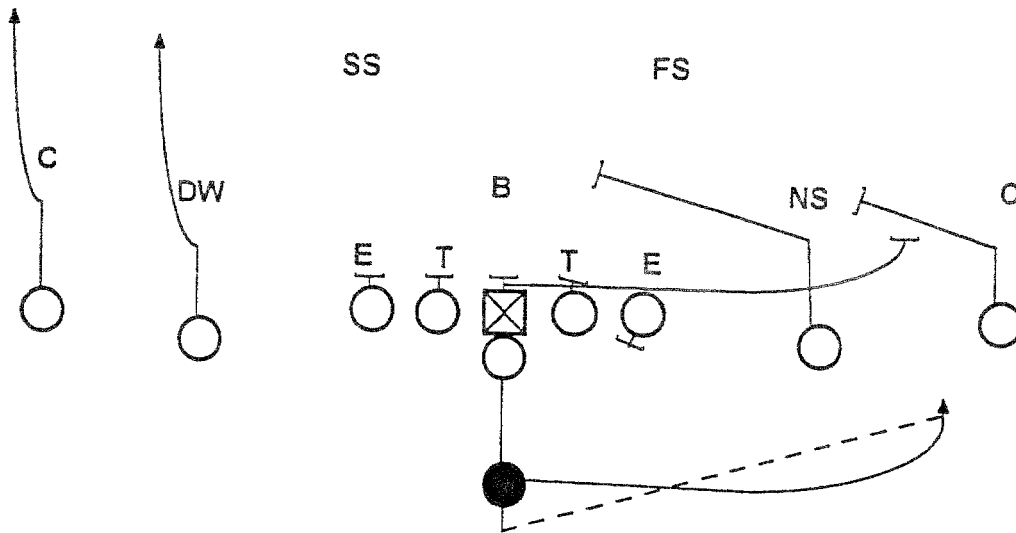


Nickel Under



**FORMATION:** GOLD RIGHT (Dice Left)

**PLAY:** FAST SCREEN RT/LT



Nickel 42

QB: 5 step drop, hit screen back.

X: Run clear out 'GO' and block man covering you.

Y: Take defender across field - Block LBer covering Back.

Z: Take defender across field - Block DB covering 'Y', If he blitzes, block MDM.

H: Run clear out Seam route.

F: Screening back. Run free release Flare - Look 'fast'. Give 'Go' call.

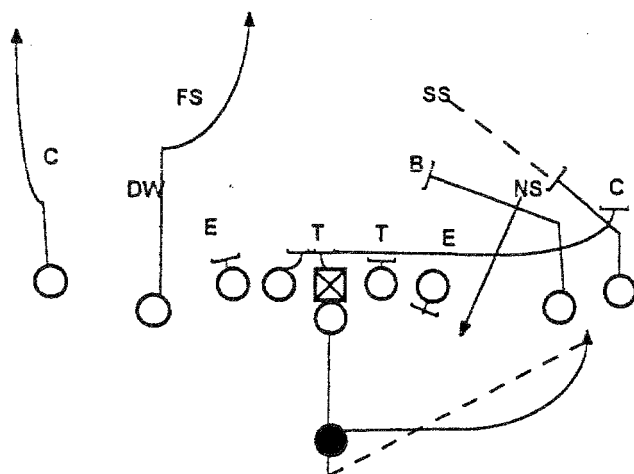
T: Same as Regular Screen - Give ground, set and cut.

G: Pass Protection - Uncovered, set up quick and release parallel to LOS, block LBer covering.

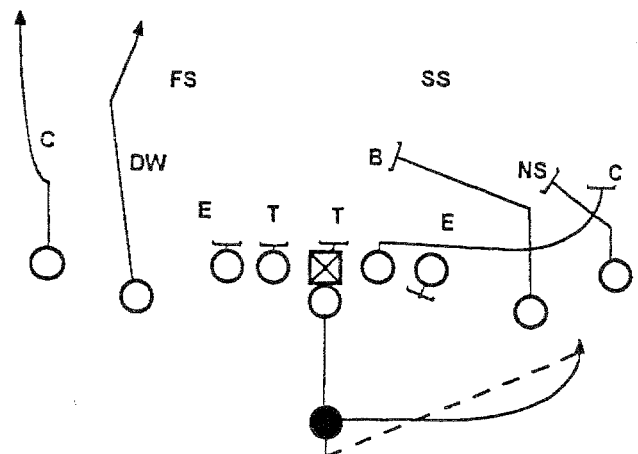
C: Set up quick and release parallel to LOS, block LB covering. Vs Over - give nose to off Guard

OG: Pass Protection - Vs. Over - Expect to block Nose Man.

OT: Pass Protection.



Nickel Over



Nickel Under

# SAINTS



## PASSING GAME

# SPLIT

**SCREEN**  
SCATTER RT  
BASE RT/LT

**DODGE**  
(HL) 48Y  
48Z

**P.A.**  
FK 26 PO - ROLL RT

**50**  
(HL) 52

**PIVOT**  
(HR) 84Y  
84Z  
ARROW (HR) 839  
ANGLE (HR) 864  
(HR) BASE COWBOY (X-IND)

(HR) 48 Z-DODGE

(HR) 84 Z-PIVOT (Z-MOTION)

**P.A.**  
(TR) FK 13 INDIAN (X-IND)  
(TL) FK 12 COWBOY (Z-IND)  
(TL) FK 12 PACKER  
(TL) FK 12 866

**50'S**  
SLD LT FK 12-50  
SLD LT FK 12-51

**NAKED**  
RCH RT FK 14 BLT NKD LT  
FK 15 BLT NKD RT

**REVERSE**  
18 TS Z-REV LT  
19 TS X-REV RT

# STRONG

**SCREEN**  
SCATTER RT  
CROSS SCR LT

**50'S**  
BASE 50/51  
(TL) 52 SPECIAL

(HL) 48 Y-DODGE  
48 Z-DODGE

HR/BASE/(TL) COWBOY (X-IND)

**P.A.**  
(TL) FK 12 COWBOY (Z-IND)  
(TL) FK 12 PACKER  
FK 16 PO ROLL RT

**NAKED**  
RCH RT FK 14 BLT NKD LT

**REVERSE**  
18 TOSS Z-REV LT

(HR) 839 ARROW  
(HR) 864 ANGLE  
(HR) 84 Z-PIVOT

# WEAK

**SCREEN**  
BASE RT/LT

**DODGE**  
(HL) 48Y  
48Z

**PLAY ACTION**  
(TR) FK 13 IND(X-IND)

**50'S**  
BASE 50/51

**NAKEDS**  
FK 15 BLT NKD RT  
RCH RT FK 14 BLT NKD LT

**PIVOTS**  
(HR) 84Y  
84Z  
87Z  
(HR) SAINTS (Z-IND)

P.A.  
(TR) FK 33 INDIAN  
(HL) SAINTS (X-IND)

(21) DICE

(HR) SAINTS Z-IND  
(HR) Y-OPTION

50'S  
HR/HL  
50/51Y  
52/52Y

37 SL

35 SPT DR  
35 BL

33T

32T

34BL

36SL

DODGES  
(HL) 48Y  
(HL) 48Z

SCREEN  
STAY LT SCR LT

NAKEDS  
REACH RT FK 34 BLT NKD LT (R-MOT)  
FK 35 BLT NKD RT

REVERSE  
35 BLT R-REV RT

(HL) SAINTS - R-SMASH  
R-9

(21) DOCK

(HR) SAINTS Z-IND

35 SPT DR  
35 BLT

33T

32T

34 BLT

36 SLT

DODGE  
(HL) 48Y  
(HL) 48Z

SCREEN  
STAY LT SCR LT

NAKEDS  
FK 35 BLT NKD RT

REVERSE  
35 BLT X-REV RT

(TL) FK 30 JET  
55 JET  
STAY LT SCR LT

(HR) - 50, 51  
(TL) - 52 SPEC

(TRIPS) 21

HR/TL COWBOY  
X-IND

PIVOTS (HR) 84Y  
ANGLE (HR) 864  
ARROW (HR) 839

35 SPT DR

33T

32T

36SL

36 SLT R-REV LT

38TS  
R  
Z

(TL) FK 30 JET  
55 JET  
STAY LT SCR LT

(HR) 50, 51  
(TL) 52 SPEC

TROUT (21)

(HR) 839 ARROW  
(HR) 84 Z-PIVOT  
87 Z-PIVOT

36 SLT Z-REV LT

35 SPR DR

33T

32T

36 SLT

Z  
R  
HR(TL) COWBOY  
(X-IND)

(12) DOUBLE

REVERSE  
34 BLT Y-REV LT  
35 BLT H-REV RT

37 SL 35 BLT 33T 32T 34 BLT 36 SLT

(HL) SAINTS (X-IND)

SCREEN  
STAY LT - SCR LT  
STAY RT - SCR RT

P.A.  
(TL) SLD LT - FK 30  
JET  
55 JET

50'S  
HR/HL  
50/51  
52/52Y

(HR) SAINTS (Z-IND)

NAKED  
RCH RT FK 34 BLT NKD LT  
RCH LT FK 35 BLT NKD RT

(HL) SAINTS (X-IND)  
(HL) 84 H-DODGE

DAY (12)

P.A.  
(TL) FK 36 (HR) 48 Z-DODGE  
(TL) FK 36 (HR) 78 Z-DODGE

35 BLT 33T 32T 34 BLT 36 SLT 38 TOSS

50'S  
(HL) 50  
(HL) 52

NAKED  
FK 35 BLT NKD RT

REVERSE  
35 BLT Z-REV RT

DUAL (12)

(HL) SAINTS (X-IND)

(HR) SAINTS  
(H-SMASH)  
(H-9)

35 BLT 33T 32T 36 SLT

50'S  
HR/HL  
50/52

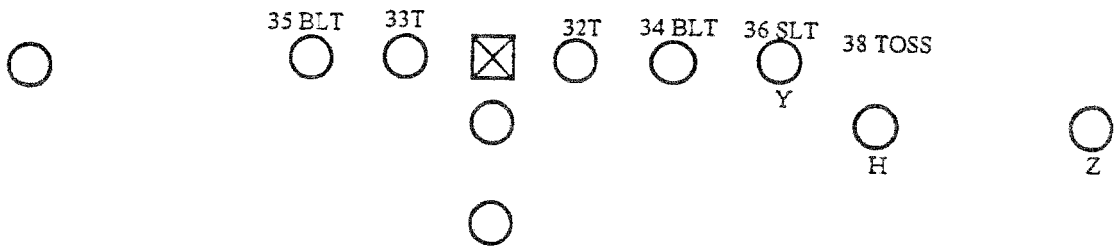
NAKED  
FK 35 BLT NKD RT

TREY (12)

P.A.  
(TL) FK 30 JET  
55 JET

50'S  
(TL) 52 SPECIAL

(HR) 839 ARROW  
(HR) 864 ANGLE



NAKED  
FK 35 BLT NKD RT

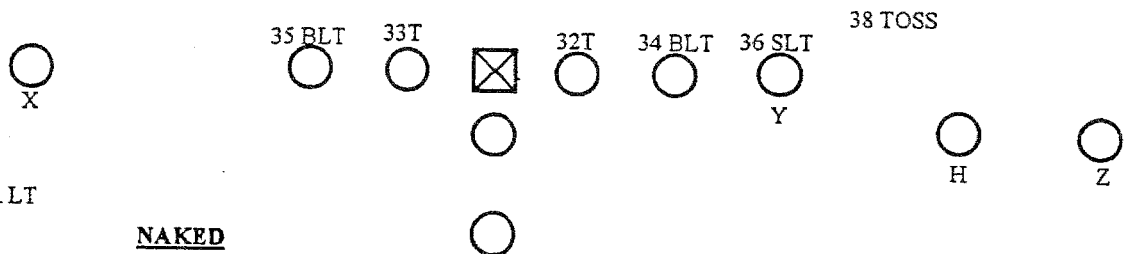
REVERSE  
34 BLT H-REV LT

(TL) FK 30  
JET  
55 JET

TRIPS (12)

50'S  
(TL) 52 SPECIAL  
(HR) 50

(HR)(TL) COWBOY (X-IND)  
(HR) 839 ARROW  
(HR) 84 Y-PIVOT



SCREEN  
STAY LT SCR LT

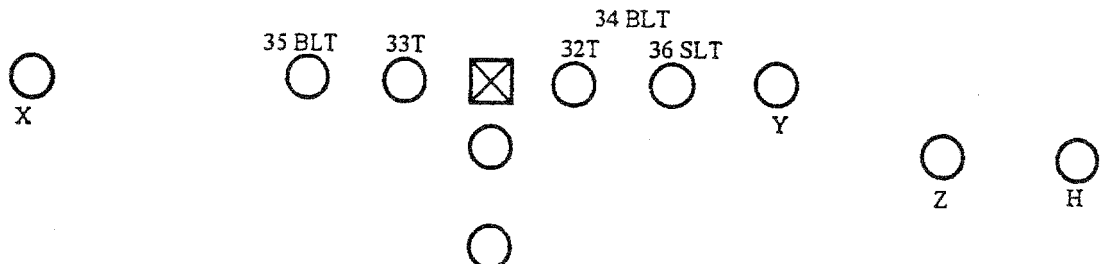
NAKED  
FK 35 BLT NKD RT

(TL) FK 30 JET  
55 JET

TROUT (12)

52 SPECIAL  
(HR) 50

(TL)(HR) COWBOY (X-IND)  
(HR) 839 ARROW  
(HR) 84 Z-PIVOT



SCREEN  
STAY LT SCR LT

REVERSE  
34 BLT Z-REV LT

(HL) SAINTS (X-IND)  
(HL) H-OPTION  
(HL) JET  
55 JET

HR/HL 50/51  
52/52Y

DICE (11)

(HR) SAINTS (Z-IND)  
(HR) Y-OPTION

DODGE  
(HL) 48Y  
48Z

NAKED  
RCH RT FK 34 BLT NKD LT  
FK 35 BLT NKD RT

P.A.  
(TL) FK 30 JET  
55 JET

SCREEN  
FAST SCR LT

TRIPS (11)

52 SPECIAL  
(HR) 50

(HR) 84 Y-PIVOT  
(HR) 839 ARROW  
(HR) 864 ANGLE

P.A.  
(TL) FK 30 JET  
(HR) 55 JET

SCREEN  
STAY LT SCR LT  
FAST SCR LT

REVERSE  
34 BLT H-REV LT

GOLD (10)

REVERSE  
34/35 BLT  
(Y-REV LT)  
(H-REV RT)

(HR) SAINTS (Z-IND)  
(HR) Y-OPTION  
(HR/HL) JET  
55 JET

(HL) SAINTS (X-IND)  
(HL) H-OPTION

SCREEN  
FAST SCR LT/RT  
(HR) SCR LT  
(HL) SCR RT

P.A.  
(TL) FK 30  
JET  
55 JET

50'S  
HR/HL - 58  
HR/HL - 50/51  
HR/HL 52, 52Y  
HR/HL - 58 X,Z PIVOTS  
H,Y PIVOTS

BLACK (10)

REVERSE  
34 BLT (H-REV LT)

SCREEN  
FAST SCR RT/LT  
(HR) SCR LT

P.A.  
(TL) FK 30  
JET  
55 JET

50'S  
HR/HL 50,51  
(TL) 52 SPEC

PIVOT- (HR) 84 Y,Z  
87 Z  
ANGLE- (HR) 864  
ARROW- (HR) 839  
CROSS- (HR) 07 Z-CRS  
(HR) 08 Z-CRS

(HR)(TL) COWBOY X-IND

# SAINTS


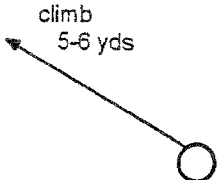
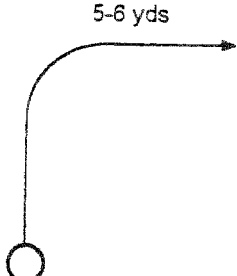
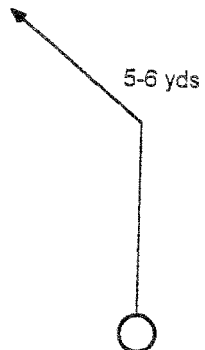
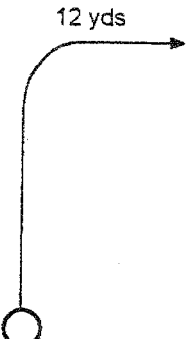

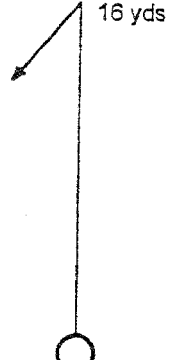
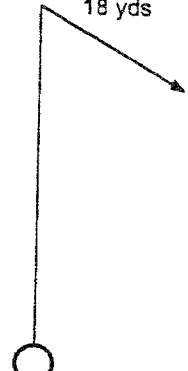
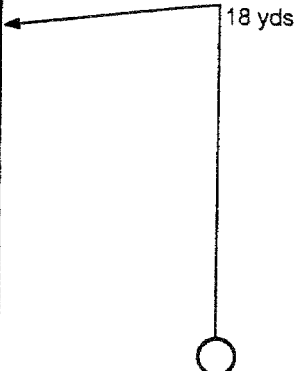
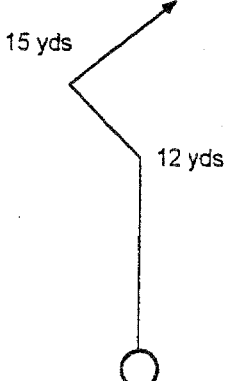
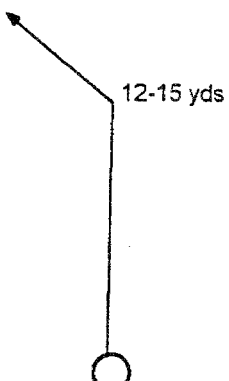

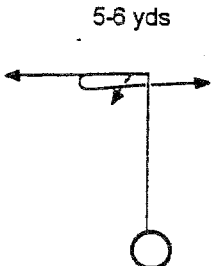
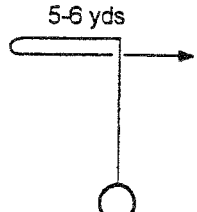
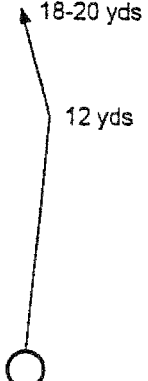
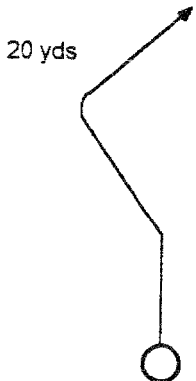


# PASSING TREES

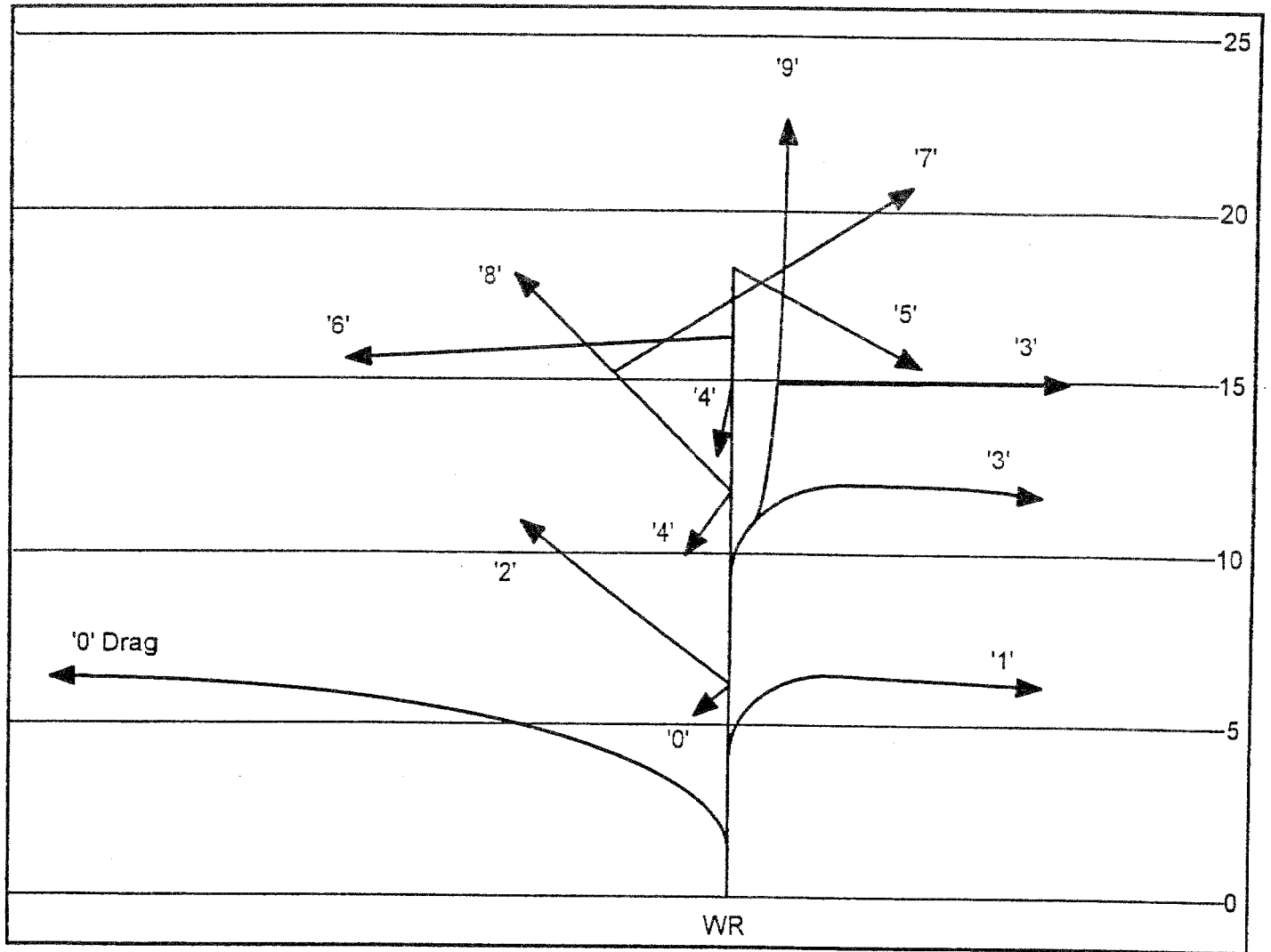


# INDIVIDUAL 'X' & 'Z' PASS ROUTES

## EXAMPLES FROM THE RIGHT SIDE

 <p>6 yds</p> <p>Hitch</p>	 <p>climb 5-6 yds</p> <p>Drag</p>	 <p>5-6 yds</p> <p>Quick Out</p>	 <p>5-6 yds</p> <p>Slant</p>
 <p>12 yds</p> <p>Speed Out</p>	 <p>12 yds</p> <p>Turn</p>	 <p>16 yds</p> <p>Speed Curl</p>	 <p>18 yds</p> <p>Comeback</p>
 <p>18 yds</p> <p>In</p>	 <p>15 yds 12 yds</p> <p>Flag</p>	 <p>12-15 yds</p> <p>Post</p>	 <p>12-15 yds</p> <p>Go</p>
 <p>5-6 yds</p> <p>Smash</p>	 <p>5-6 yds</p> <p>Pivot</p>	 <p>18-20 yds 12 yds</p> <p>Skinny</p>	 <p>20 yds</p> <p>V - Out</p>

# WIDE RECEIVER ROUTE TREE



0 Route - HITCH - 6 yards/5 steps. (90's Game).

0 Route - DRAG - Climb to 6 yards. (Anything other than 90's Game.)

1 Route - QUICK OUT - 6 yards/5 steps.

2 Route - SLANT - 6 yards/4 steps.

3 Route - SPEED OUT - 12 yards/7 steps.

3 Route - OUT(Play Action) - 15 yards.

4 Route - TURN - 12 yards/7 steps.

4 Route - CURL(Play Action) - 16 back to 14 yards.

5 Route - COMEBACK - 18 yards.

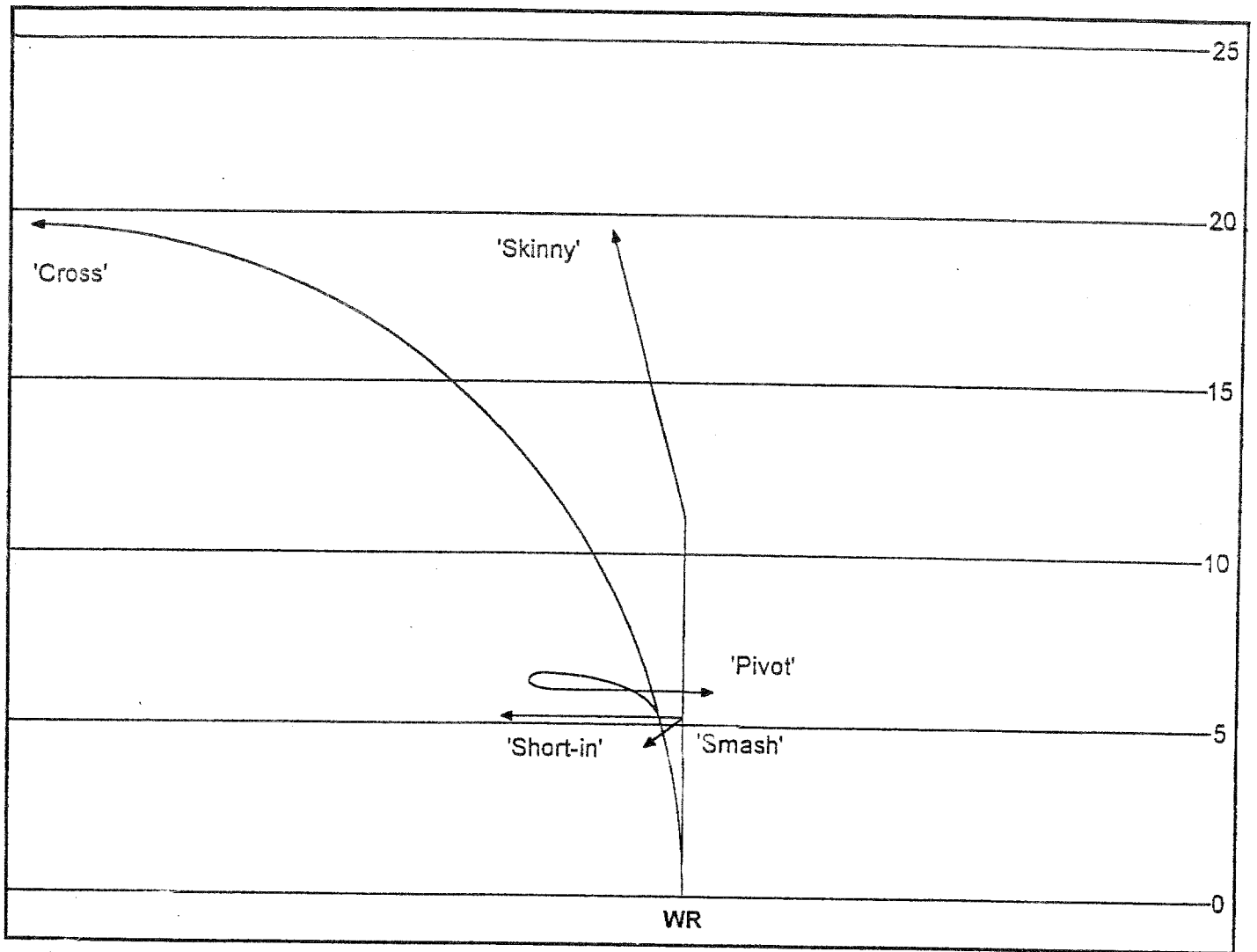
6 Route - IN - 16 yards.

7 Route - FLAG - 12-15 yards.

8 Route - POST - 12-15 yards.

9 Route - GO - 12-15 yards.

# WIDE RECEIVER NAMED ROUTE TREE



CROSS - Climb - to 20 yards.

PIVOT - 6 yards.

SHORT-IN - 5 yards.

SKINNY - 12 yards/7 steps.

SMASH - 6 yards.

## WR - TREE

<u>ROUTE</u>	<u>DEPTH</u>	<u>ALIGNMENT</u>	<u>ADJUSTMENT</u>
0	5 STEPS	OUTSIDE EDGE (INSIDE FOOT)	PRESS-RUN 0 (6YD) ROLL-FADE
1	5 STEPS (ROLL)	#'S	PRESS-1 (6YD) ROLL-FADE
2	4 STEP(45 )	1 YD OUTSIDE EDGE	PRESS-RUN 2 ROLL -RUN 2
3	7 STEP (ROLL)	#'S	PRESS-RUN 3 12 YDS(SETTLE 10YDS) ROLL - FADE
4	12 YDS (AIM OUTSIDE EDGE #'S)	INSIDE EDGE SAME AS (6-8)	PRESS - RUN 4 12 YDS (SETTLE 10) OUT > TURN IN > INSIDE ROLL-RUN 4
5	18 BACK TO 15 TOES- 10 WIDEN- BURST	#'S SAME AS 9	PRESS-5 -@18YDS ROLL-FADE
6	(OUT) 16 YDS AIM OUTSIDE EDGE	INSIDE EDGE SAME AS (4-8) (BACK TO ORIGINAL ALIGN.)	PRESS-RUN 6 16YDS (14 YDS) ROLL -RUN 6 (16 YDS)
	(INS) 10 ROLL TO 12	SLOT POSITION	PRESS-RUN 6 (10 YDS)
	(PA) 16 YDS AIM OUTSIDE EDGE	INSIDE EDGE SAME AS (4-8)	PRESS-RUN 6-SAME AS ROLL-RUN 6

ROUTE

7

DEPTH

(OUT)  
12 YDS-  
3 STEPS  
ANGLE OUT  
(2 YDS INS  
#S)

(INS)  
12 YDS  
OUTSIDE  
2 STEPS  
POST

HEAD UP/  
INS POS  
HARD JAB  
STEP

ALIGNMENT

#S FAVOR OUTSIDE

SLOT POSITION

INSIDE EDGE  
SAME AS (6-4)

#S SAME AS (9-5)

(ACTION)  
12 YDS  
(1 OR 2  
STEP JAB)

ADJUSTMENT

PRESS-RUN 7 GET VERT-LEAN  
(2 YDS INS #) BREAK 12  
DEEP COR QB - ADJUST  
ROLL INS - RUN - SHAKE

SAME

PRESS-RUN 8  
(5 STEPS CUT-UNDER)  
ROLL-FADE  
PRESS-BEST RELEASE  
ROLL-FADE  
SAME

8

7 STEPS  
(SKINNY)  
SLIGHT  
ANGLE

9

TOES 12YDS #S SAME AS (5-8 ACT) PRESS-RUN 9 BEST RELEASE  
WIDEN  
SLIGHTLY  
BURST  
STAY  
VERTICAL

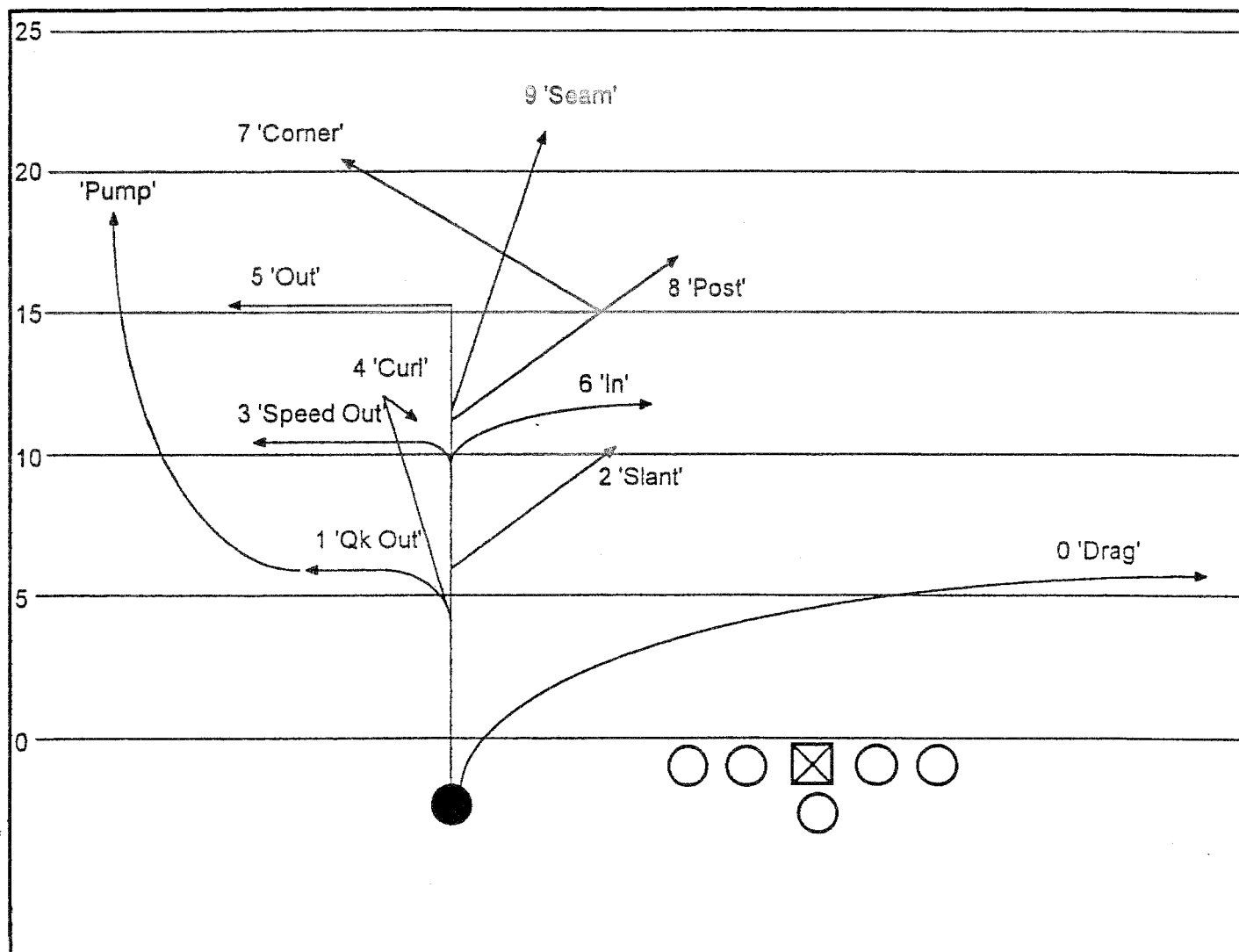
(40-4)  
(ADJUST TO  
BALL)

ROLL-FADE

# SLOT RECEIVER 'H' or 'Z' ROUTES

ROUTE	SPLIT	RELEASE	DEPTH	ADJUSTMENT	TECHNIQUE	REC. AREA	BLITZ ADJUST
<b>0</b> <b>Drag</b>	Based on Route	I.S.	Climb to 6 yds	Run away vs. Man. Hook up vs. Zone.	Wiggle vs Man. Read vs. Zone.	Between Far hash & Numbers	Built in
<b>1</b> <b>Quick Out</b>	Based on Route	O.S.	6 yds	Hook up vs Zone	Burst - Snap Read Corner	From B pos to numbers	Off your nose and Press - Quick out.
<b>2</b> <b>Slant</b>	Based on Route	F.I.S.	Read 6 yds	Jam - Flatten No Jam(off) - Look quick	Burst - Look	Just inside B position	Off your nose and Press - Quick out.
<b>3</b> <b>Speed Out</b>	Based on Route	O.S.	10 yds	Hook vs Zone. Run vs Man.	Burst - Snap Read Corner	From B pos to numbers	Off your nose and Press - Quick out.
<b>4</b> <b>Curl</b>	Based on Route	O.S.	12 yds Back to 10 yds	None	Burst-Drive Snap - Look for Ball	Between Numbers and Hash	Off your nose and Press - Quick out.
<b>5</b> <b>Out</b>	Based on Route	BA	15 yds	Hook vs Zone. Run vs Man.	Burst - Weave Stick - Read	B position to Sidelines	Off your nose and Press - Quick out.
<b>6</b> <b>IN</b>	Based on Route	I.S.	10 roll to 12 yds	None	Burst - Drive Across the Middle	Between Hashes	Off your nose and Press - Quick out.
<b>7</b> <b>Corner</b>	Based on Route	I.S.	12 yds	Depends on outside WR Route	Burst - Short Drive - Adjust	Between Inside Numbers to Sidelines	Off your nose and Press - Quick out.
<b>8</b> <b>Post</b>	Based on Route	I.S.	12 yds	None	Burst - Stick Be Alert for ball.	Near Hash to Far Numbers	Off your nose and Press - Quick out.
<b>9</b> <b>Seam</b>	Based on Route	I.S.	12 yds	Possible Post vs. MOFO	Burst - Speed Possible Wiggle	Vs 3 Deep - 2 yds Inside # Vs 2 Deep - Near Hash	Off your nose and Press - Quick out.

# SLOT RECEIVER 'Z' OR 'H' ('X','Y') ROUTE TREE



'0 'Drag' - Climb 5 to 6 yards.

1 'Quick Out' - 6 yards.

2 'Slant' - 6 yards.

3 'Speed Out' - 10 yards.

4 'Curl' - 12 back to 10 yards.

5 'Out' - 15 yards.

6 'In' - 10 roll to 12 yards.

7 'Corner' - 12 yards.

8 'Post' - 12 yards.

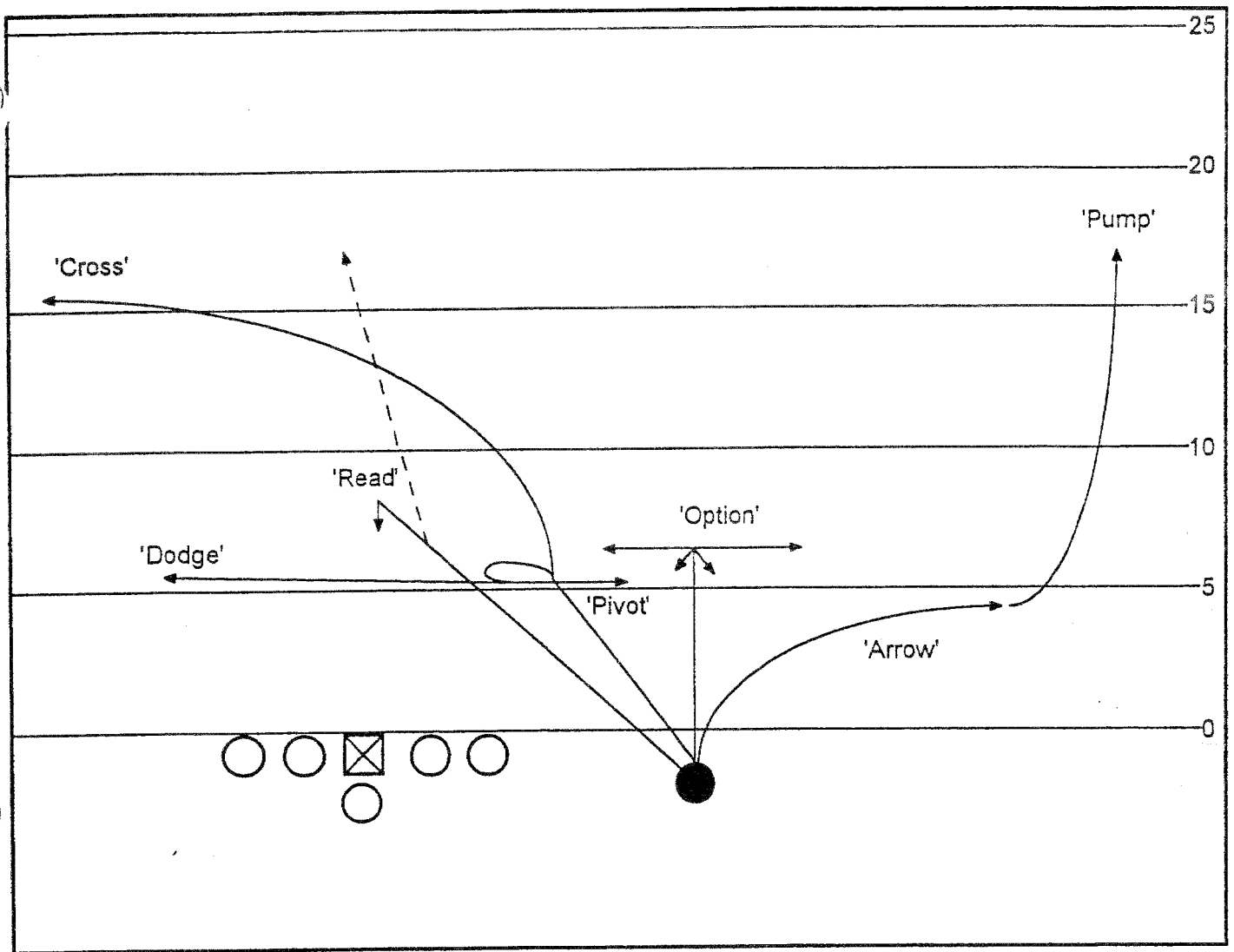
9 'Seam' - 12 yards.

## SLOT RECEIVER 'Z' or 'H' NAMED ROUTES

[illegible]



# SLOT RECEIVER 'Z' OR 'H' ('X','Y') NAME ROUTES



'Arrow' - Climb 3 to 5 yards.

'Cross' - Climb to far numbers - 8 to 15 yards.

'Read' - Hook over the ball - 6 yards.

'Option' - 6 yards - Read Man or Zone.

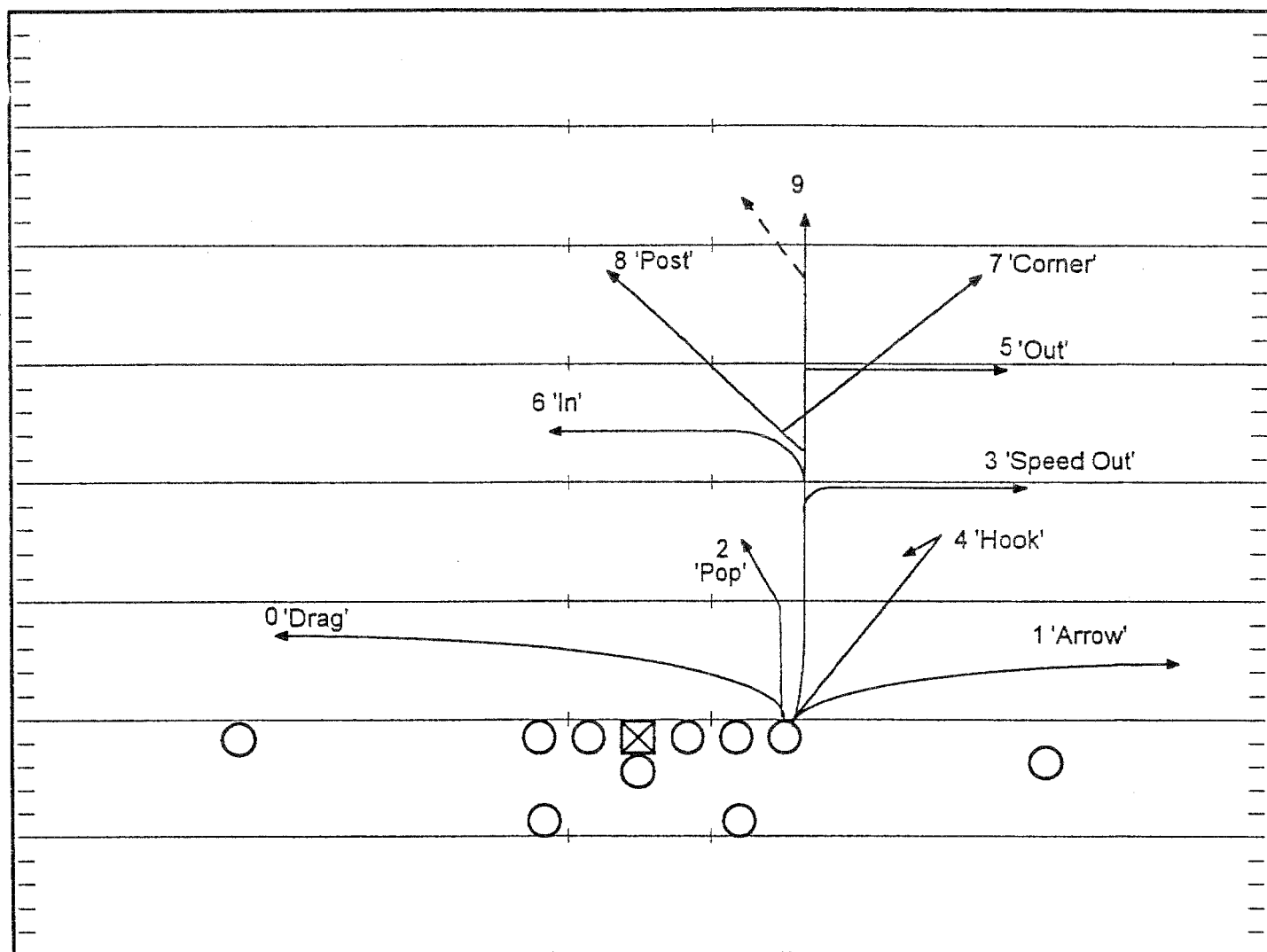
'Pivot' - 6 yards.

'Dodge' - 6 yards.

# TIGHT END TREE

ROUTE	SPLIT	RELEASE	DEPTH	ADJUSTMENT	TECHNIQUE	REC. AREA	BLITZ ADJUST
<b>0</b> Drag	Normal	I.S.	Max 3 yds	Run Away vs. Man. Read Zone.	Wiggle vs. Man. Read Zone.	Far Hash to Far Numbers	Built in
<b>1</b> Arrow	Normal	O.S.	1yd climb to 3 yds	Sit & Skip - 4 yds from sidelines	Drive hard - Get width	Top of Numbers to Sidelines	Built In
<b>2</b> Pop	Normal	I.S.	Deep	None Keep Running	Release Look	From Alignment to 5 yds Deep	Built in Look quick
<b>3</b> Speed Out	Normal	O.S.	Max 8 yds	Run away vs. Man Sit vs. Zone.	Burst - Drive - Wiggle	From Break Be ready for the Ball	Arrow
<b>4</b> Hook	Normal	O.S.	8 yds	None	Burst to 4 yds outside original Alignment, Break inside come back to ball	4 yds outside Original Alignment	Built in
<b>5</b> Out	Normal	O.S.	15 to 14 yds	Run Away vs. Man. Sit vs. Zone.	Burst - Drive - Wiggle	From Break to Sidelines	Arrow
<b>6</b> IN	Normal	B.A.	10 yds Roll to 12 yds	None	Burst - Sell Seam - Speed cut	Breaking Point to Far Hash	Arrow
<b>7</b> Corner	Normal	O.S.	10-12 yds	Shake vs Deep Outside coverage	Burst - Quick stick inside - Break for Corner	Between inside Numbers to Sideline	Arrow
<b>8</b> Post	Normal	O.S.	10-12 yds	MOFO	Burst - Stick Be Alert for ball	Between Near Hash to Far Numbers	Arrow
<b>9</b>	Normal	O.S.	18-22 yds Deep	Vs. M.O.F.O. Read - Possible Post	Burst - Speed Get vertical	Middle of the field	Arrow

## TIGHT END TREE



**0 DRAG** - Max 3 yards across the field.

**1 ARROW** - Drive hard outside - Get head around - Climb 1 to 3 yards.

**2 POP** - 5 yards to Deep - look for the ball.

**3 SPEED OUT** - 8 yards max.

**4 HOOK** - Burst to 4 yards outside original alignment 8 yards deep. Break inside comeback to ball.

**5 OUT** - 15 yards comeback to 14 yards.

**6 IN** - 10 Roll to 12 yards.

**7 CORNER** - Push straight upfield - 10-12 yards - Quick stick inside - Break for corner.

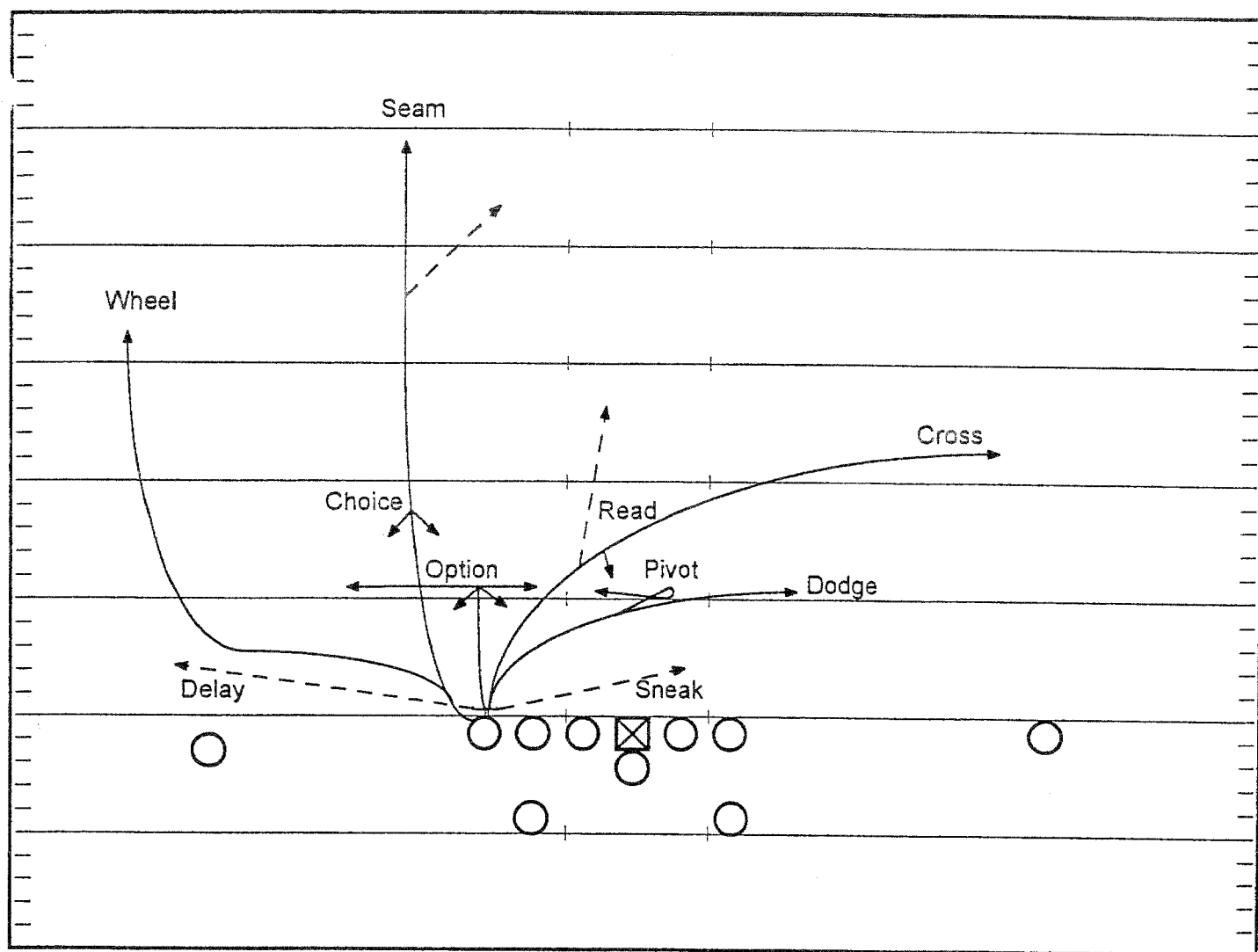
**8 POST** - Push straight upfield - 10-12 yards - Break for post.

**9** - Push straight up field - Get Verticle.

# TIGHT END NAME ROUTES

ROUTE	SPLIT	RELEASE	DEPTH	ADJUSTMENT	TECHNIQUE	REC. AREA	BLITZ ADJUST
Option	Normal	O.S.	6-7 yds	Sit vs. Zone. Run Away vs. Man	Quick Pass Set - Read on Run	Alignment to the Numbers	Hot off Sam - 1 Route
Choice	Normal	B.A.	8 yds	Sit down in hole	Push straight upfield read the area	Over the ball to outside the hash	None
Pivot	Normal	I.S.	5-6 yds	Sit vs. Zone Run away vs. Man	Drive hard inside - Plant slide back outside	From over the ball to Hash	Built In
Dodge	Normal	I.S.	5-6 yds	Sit vs. Zone	Drive hard inside - Fake Pivot - Run Drag	Over the ball to the Hash	Built In
Cross	Normal	I.S.	Climb 6 yds to 12 yds	None	Vs Man - Wiggle. Vs Zone - Read.	Far Numbers to Sideline	Built In
Delay	Normal	O.S.	2-3 yds	None	Slam End Man - Push off to Outside	Alignment to Numbers	Built In
Sneak	Normal	I.S.	3-5 yds	None	Slam or Pass Set - End Man - Release Middle	Alignment to Ball	Built In
Read	Normal	I.S.	6 yds	M.O.F.O. - Go. Hook under LB Drops	Burst - Read - Snap	Over the Ball	Arrow
Seam	Normal	O.S.	18 to 22 yds Deep	None, Stay 2 yds inside the numbers	Get width, Max 2 yds inside numbers, Find Seam	18 to 22 yds Deep	Depends on Route
Wheel	Normal	O.S.	Max 3 - Deep	None	Burst outside on 1 route, Turn upfield outside Numbers	Numbers LOS going Upfield	Built In

## TIGHT END NAME ROUTES



**OPTION** - Quick pass set - Read on run - 6 to 7 yards.

**CHOICE** - Push straight upfield 8 yards - Read the area.

**PIVOT** - Drive hard inside - Plant, slide back outside - 5 to 6 yards.

**DODGE** - Drive hard inside - Fake Pivot - Run Drag - 5 to 6 yards.

**CROSS** - Climb 6 to 12 yards across the field.

**DELAY** - Slam End Man - Push off to the outside - 2 to 3 yards.

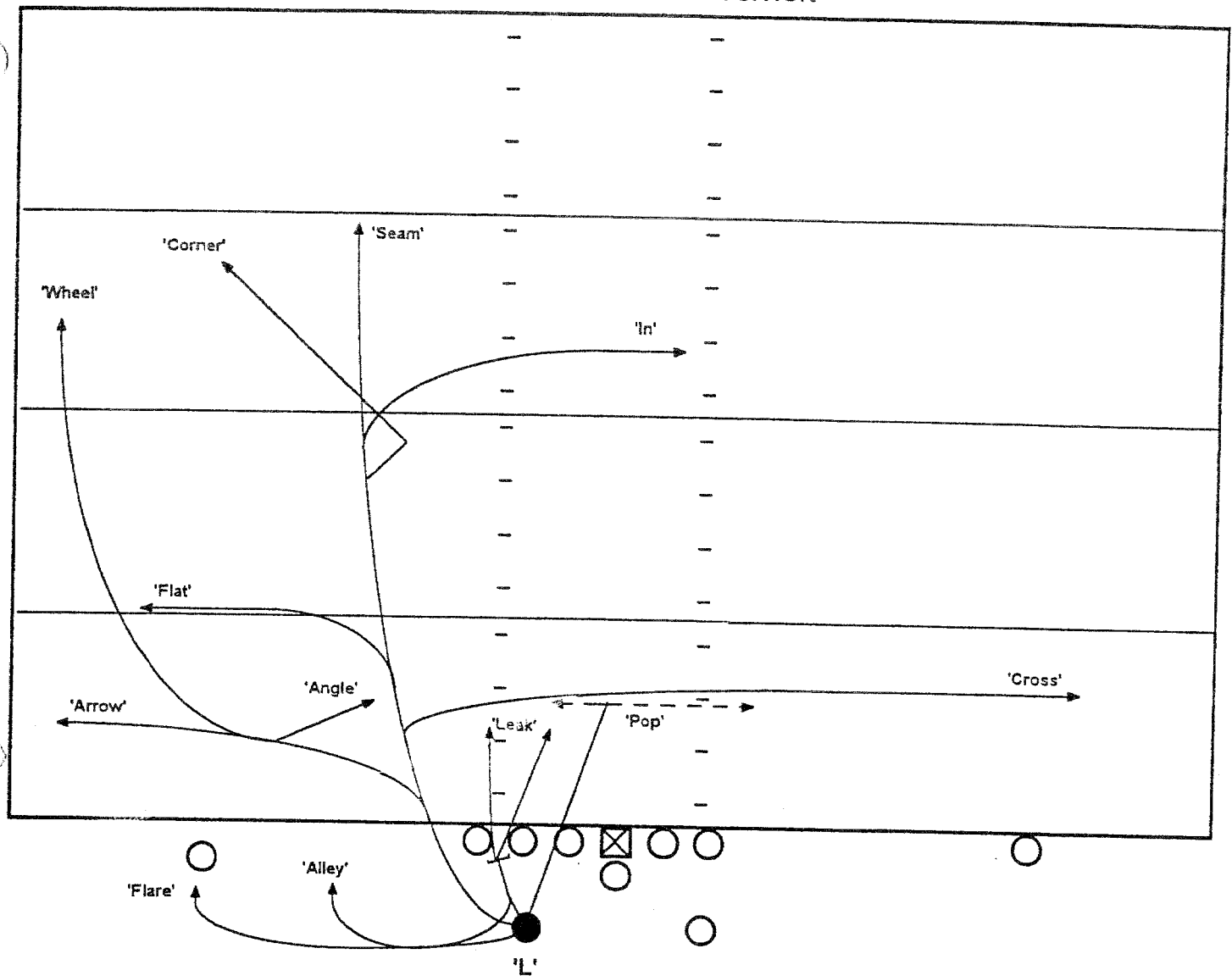
**SNEAK** - Slam or pass set End Man - Release inside - 3 to 5 yards.

**READ** - Hook over ball, 6 yards deep - MOFO.

**SEAM** - Get width, Max 2 yards inside numbers. Read coverage on move - Find the Seam.

**WHEEL** - Burst outside on 1 Route - Turn upfield outside numbers.

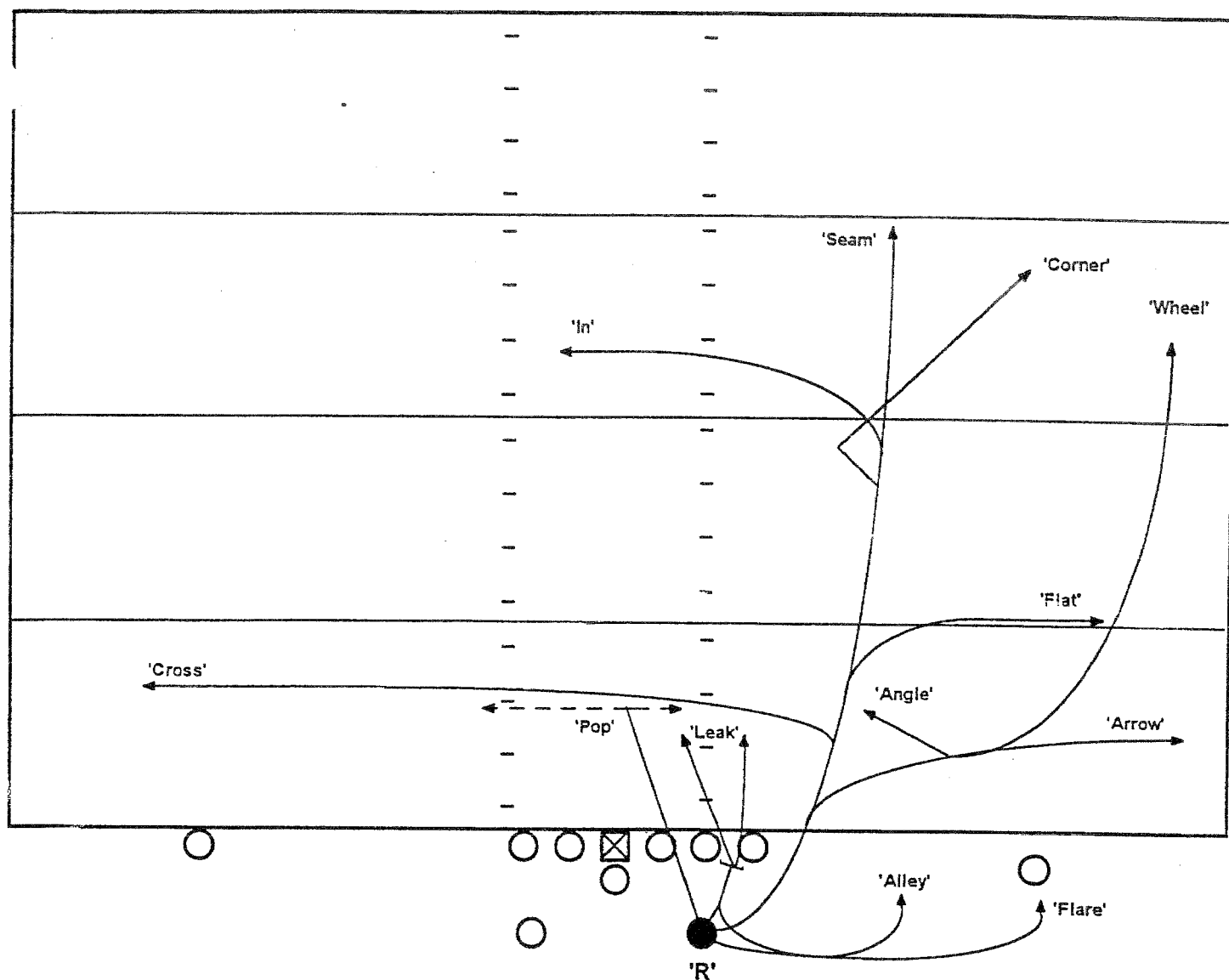
## L-BACK ROUTES FROM '2' POSITION



## ROUTE DEFINITIONS

- Wheel** - Outside release threaten arrow route to 3 yds - Turn up field at numbers looking inside - Hug 5 yards from sideline.
- Angle** - Outside release threaten arrow at least 3 strides past LOS while looking back. Angle back flat.
- Leak** - Attack outside hip of tackle. Delay and "leak" to vacant area.
- Pop** - Inside release "pop" thru LOS to 2 yds. Look for ball - Drift to open lanes w/QB. Versus tight man run away.
- Alley** - Pass set. Wide release. Give ground to 6 yds deep of LOS. Turn up field half way between OT and bottom of #'s. Catch ball approaching LOS; vs. Tight Man - break to Arrow.
- Flare** - Wide release belly step burst with 1 yd depth turn up field outside #'s. Go downhill under control.

## R-BACK ROUTES FROM '4' POSITION



## ROUTE DEFINITIONS

**Seam** - Outside release giving defender a quick move inside and burst up field looking for the ball.

**In** - Outside release threaten seam route to 10yds - Speed cut at 10yds, roll to 12 yds bursting flat across the field.

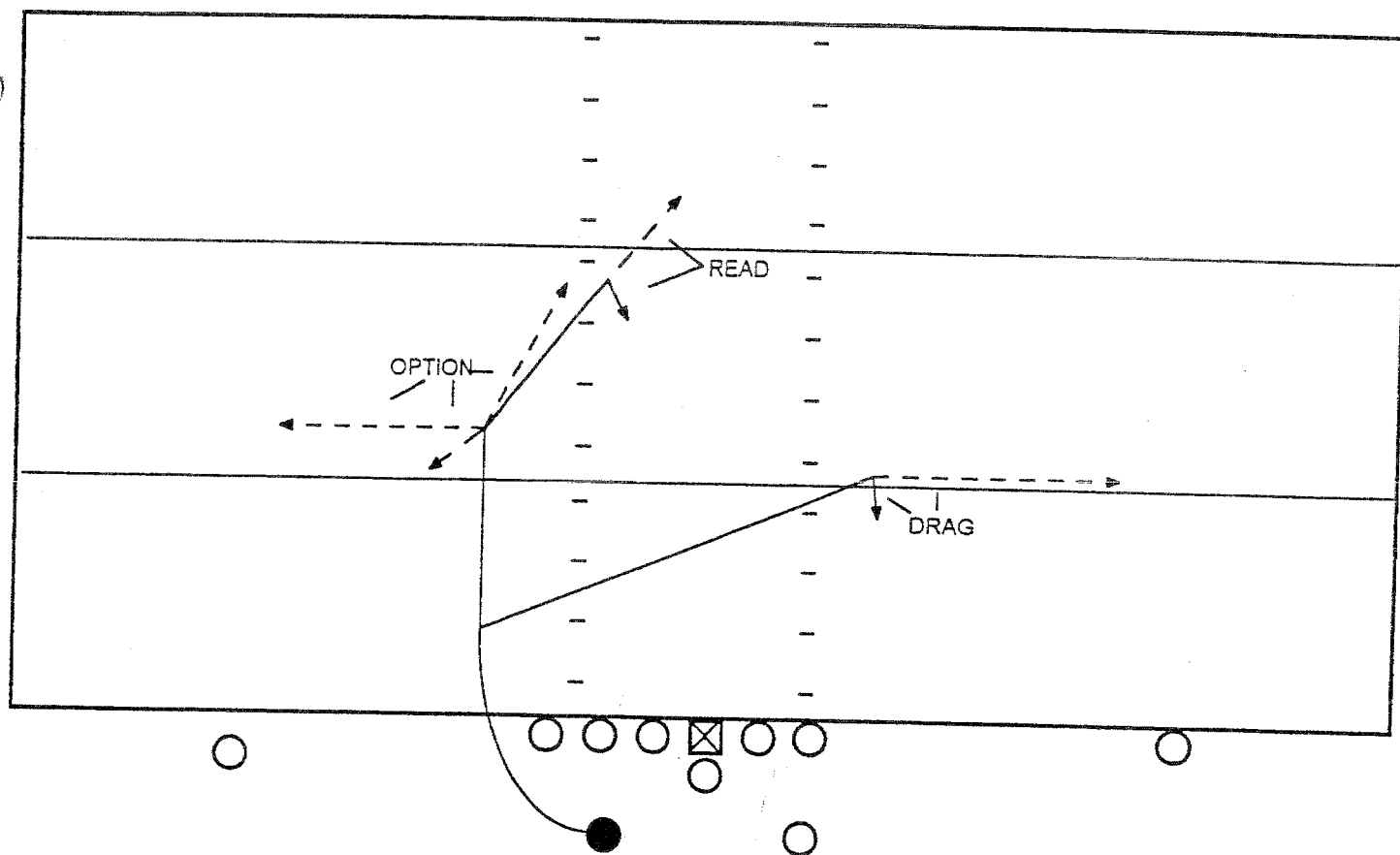
**Corner** - Outside release threaten seam route to 8 yds - lean inside - break to corner; Aim point back pylon of End Zone.

**Flat** - Outside release. Threaten seam route break at 3 yds - climb to 5yds "flat" to sideline.

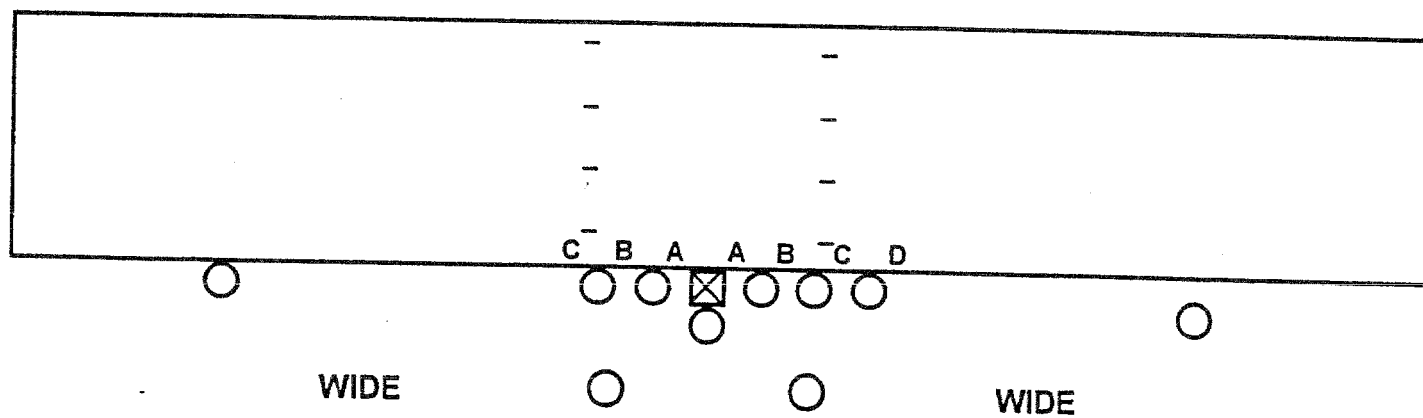
**Cross** - Outside release. Threaten seam route break inside at 2 yds climbing to 3 yds over for tackle bar. Flatten at 3 yds running away from man coverage.

**Arrow** - Outside release. Threaten seam route break at LOS climb to 2 yds.

## L-BACK COMBINATION ROUTES FROM '2' POSITION



## RUNNING BACK RELEASE CHART



### RELEASES:

INSIDE - A/B Path - Easiest

OUTSIDE - C/D Path - End Man on LOS.

WIDE - Back Depth to Sideline.



## COMBINATION ROUTE DEFINITIONS

**Drag -** Outside release. Threaten seam, route break at 2 yds on cross path.

Vs. Zone - Hook outside 5 yds deep at far tackle box.

**Vs. Man -** Continue on cross path, flatten at 5 yds running away from man.

Option - Outside release threaten seam route to six yards.

Vs. Zone - Hook outside.

Vs. Man Inside - Break at 6 yds flat - Run away from man toward sideline.

Vs. Man Outside - Slant up field to middle of field.

**Read - Outside release threaten seam route break at 6 yds to middle of field - Go/Stop**

If MOFO - Go

If MOFC - Stop/hook over OT

# SAINTS

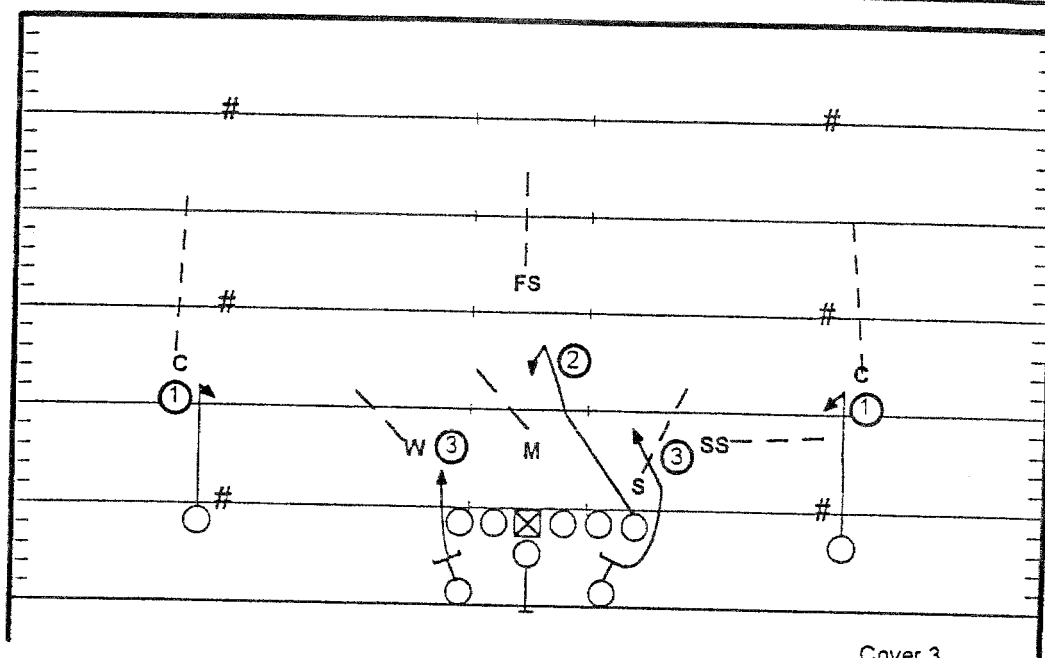


## 50's SERIES - 3 STEP DROP

BASE 50

## FORMATION

SPLIT



Cover 3

**PROTECTION**      **BASE**

**BACKFIELD ACTION**      **SPLIT FLOW**

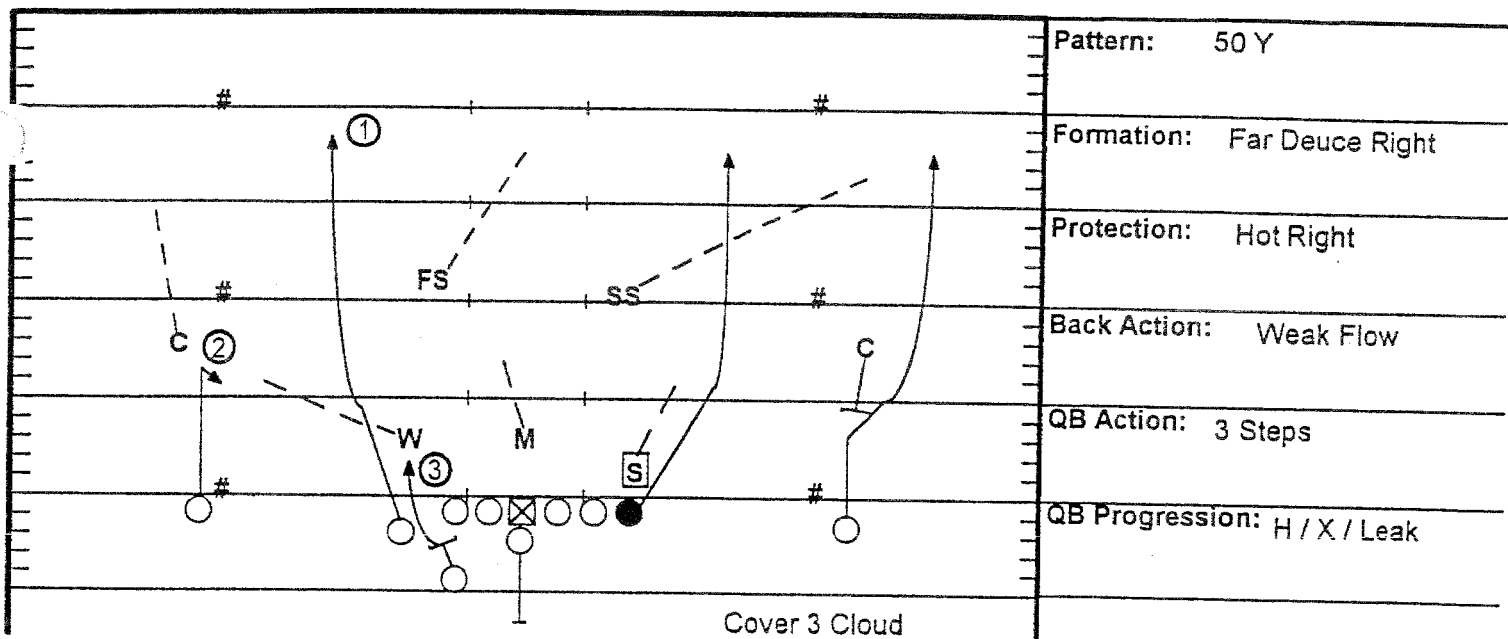
<i>REC</i>	<i>ROUTE</i>	<i>SPLIT</i>	<i>RELEASE</i>	<i>DEPTH</i>	<i>ADJUSTMENT</i>	<i>SIGHT ADJUST</i>
<i>R</i>	Check Leak	Normal	O.S. to easiest	C.P.	C.P.	None
<i>L</i>	Check Leak	Normal	O.S. to easiest	C.P.	C.P.	None
<i>Y</i>	Read	Normal	I.S.	6 yards	M.O.F.O.	N/A
<i>X</i>	0	O.S. edge of numbers	O.S.	5 steps	Fade vs. Rotation	N/A
<i>Z</i>	0	O.S. edge of numbers	O.S.	5 steps	Fade vs. Rotation	N/A

**QB ACTION** 3 steps - - Hit and Throw

**QB READ**

- Away from rotation - Go WR / Y / Back
- Double rotation - Go Y / Z / Back
- No rotation - Take best hitch - Go WR / Y / Back

<b>NOTES:</b>	50 Y - Tells Y to run a Seam
	50 X Pump - Tells the receiver to run a Hitch or a GO
	50 Z (or X) - Tells the receiver to stay on Hitch - no conversions



Pattern: 50 Y

Formation: Far Deuce Right

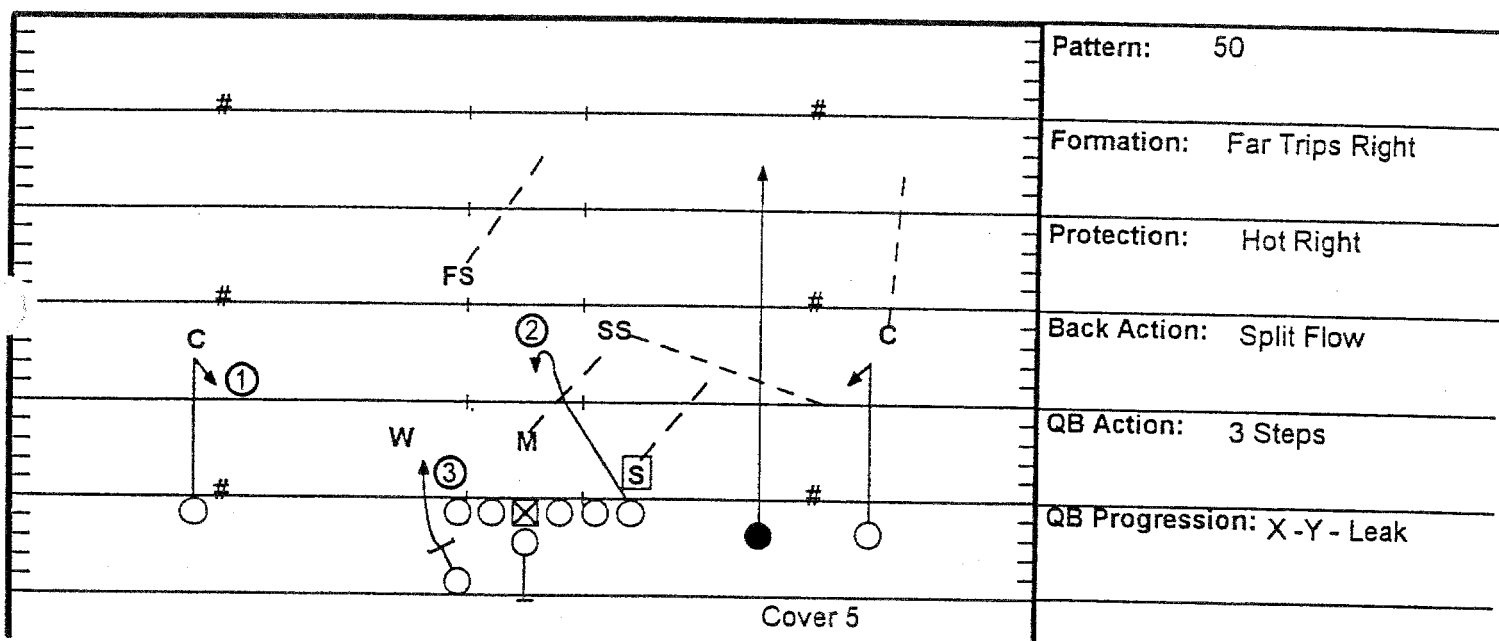
Protection: Hot Right

Back Action: Weak Flow

QB Action: 3 Steps

QB Progression: H / X / Leak

Cover 3 Cloud



Pattern: 50

Formation: Far Trips Right

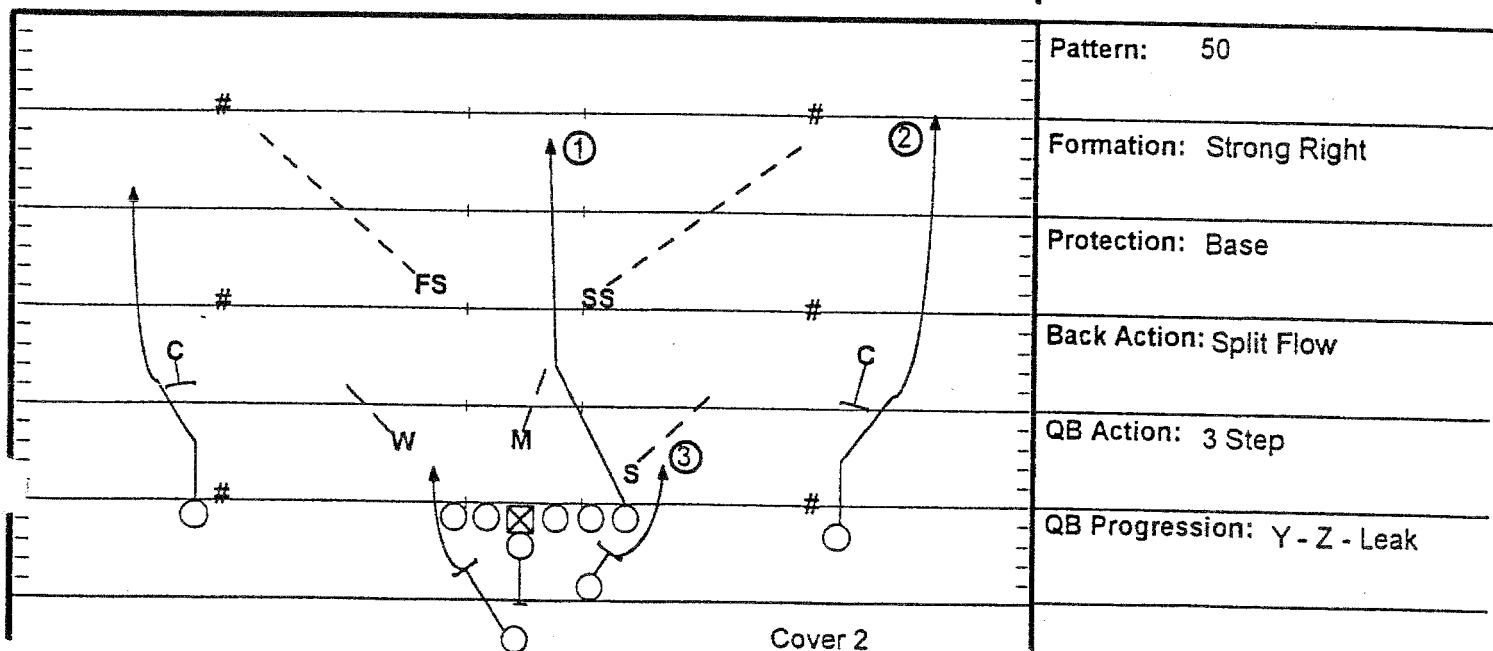
Protection: Hot Right

Back Action: Split Flow

QB Action: 3 Steps

QB Progression: X-Y-Leak

Cover 5



Pattern: 50

Formation: Strong Right

Protection: Base

Back Action: Split Flow

QB Action: 3 Step

QB Progression: Y-Z-Leak

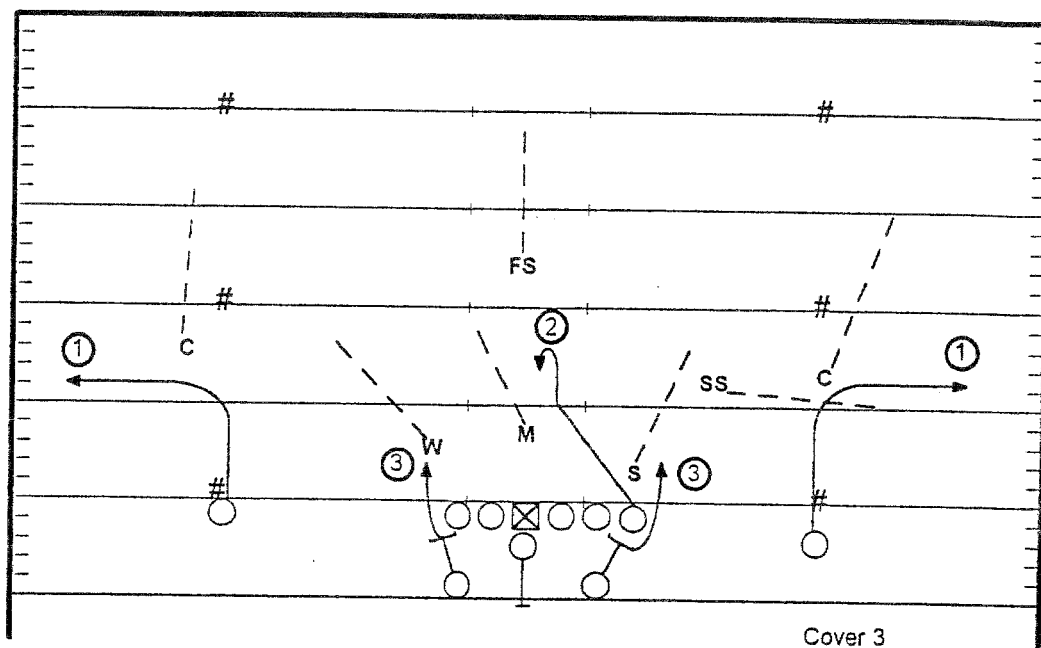
Cover 2

**PASS**

BASE 51

**FORMATION**

SPLIT

**PROTECTION**

BASE

**BACKFIELD ACTION**

SPLIT FLOW

REC	ROUTE	SPLIT	RELEASE	DEPTH	ADJUSTMENT	SIGHT ADJUST
<b>R</b>	Check Leak	Normal	O.S. to Easiest	C.P.	C.P.	None
<b>L</b>	Check Leak	Normal	O.S. to Easiest	C.P.	C.P.	None
<b>Y</b>	Read	Normal	I.S.	6-8 yards	M.O.F.O.	N/A
<b>X</b>	1	Numbers	O.S.	5 Steps	Fade vs. Rotation 6 yd Out vs. Press	N/A
<b>Z</b>	1	Numbers	O.S.	5 Steps	Fade vs. Rotation 6 yd Out vs. Press	N/A

**QB ACTION**

3 Steps -- Hit and Throw.

**QB READ**

Away from rotation - Go WR / Y / Back

Double rotation - Go Y / Z / Back

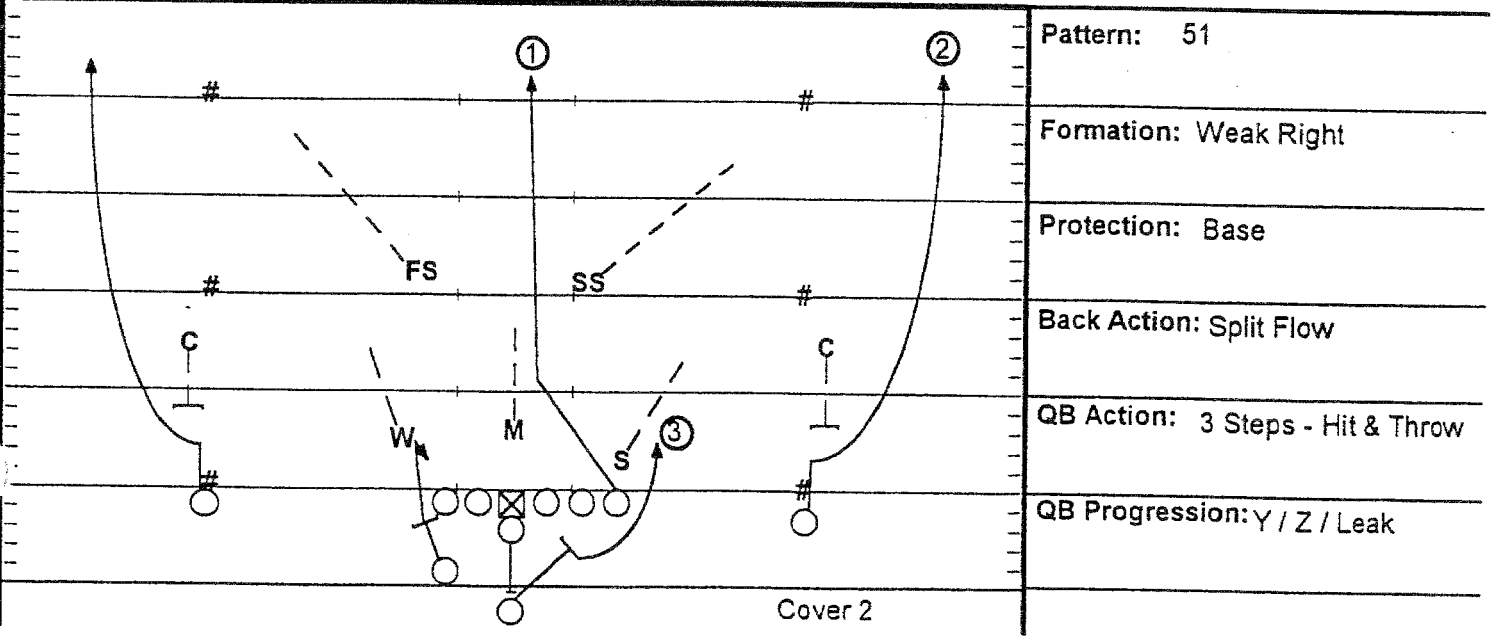
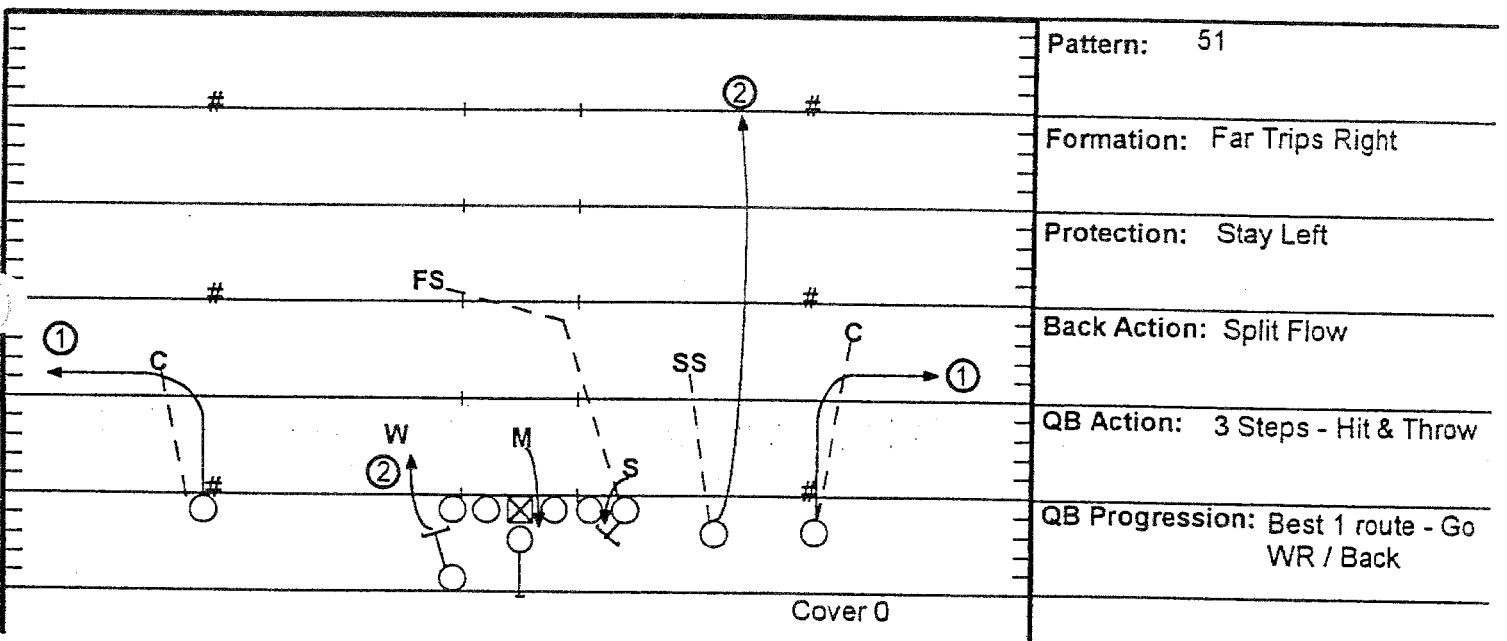
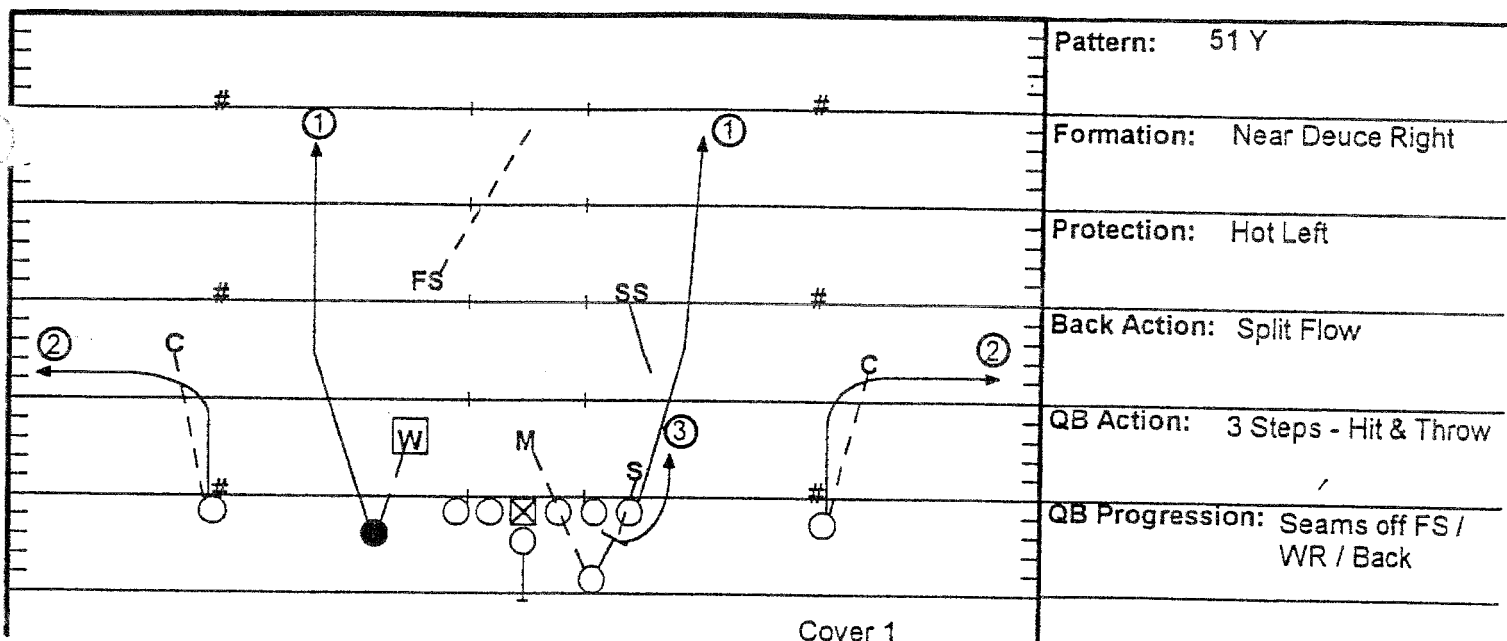
No rotation - Take best 1 route and go WR / Y / Back

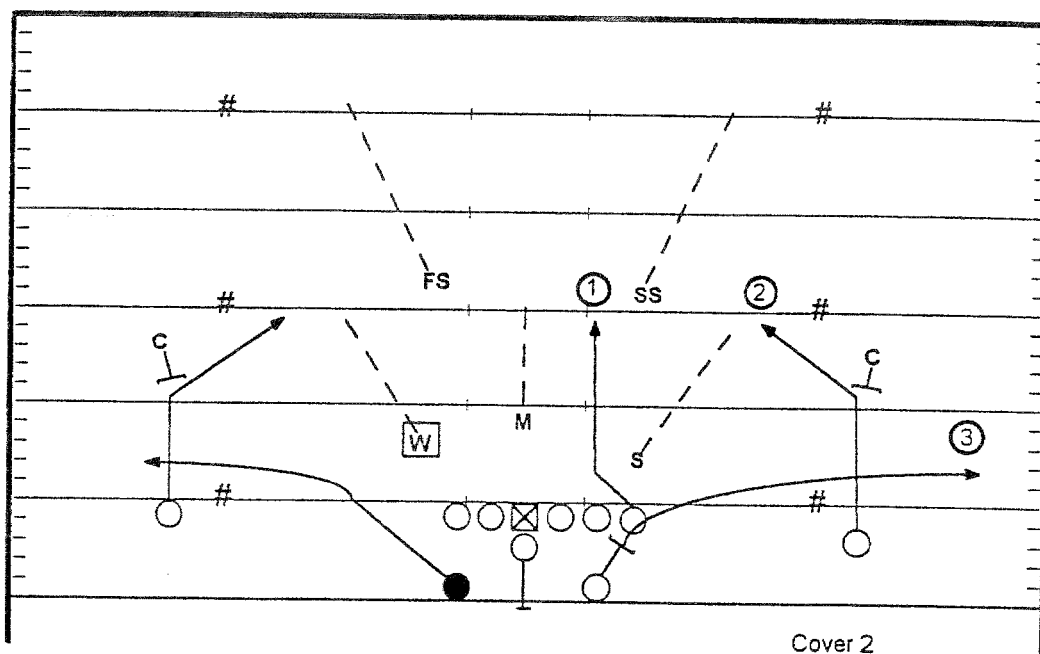
**NOTES:**

51 X / Z Pump - Tells receiver to run an Out &amp; Up

51 X (or Z) - Tells receiver not to convert route

51 Y - Tells Y to run Seam





Cover 2

## PROTECTION

HOT LEFT

## BACKFIELD ACTION

SPLIT FLOW

<b>REC</b>	<b>ROUTE</b>	<b>SPLIT</b>	<b>RELEASE</b>	<b>DEPTH</b>	<b>ADJUSTMENT</b>	<b>SIGHT ADJUST</b>
<b>R</b>	Check - Arrow	Normal	O.S. to easiest	2 yards	None	N/A
<b>L</b>	Free - Arrow	Normal	O.S.	2 yards	None	LB HOT
<b>Y</b>	2	Normal	I.S.	Deep	None	N/A
<b>X</b>	2	1 yd O.S. numbers	I.S.	4 Steps	None	N/A
<b>Z</b>	2	1 yd O.S. numbers	I.S.	4 Steps	None	N/A

**QB ACTION**

### 3 Steps – Hit and Throw

**QB READ**

- Away from Corner or Safety rotation : Weak = X to Back - Strong = Y / Z / Back

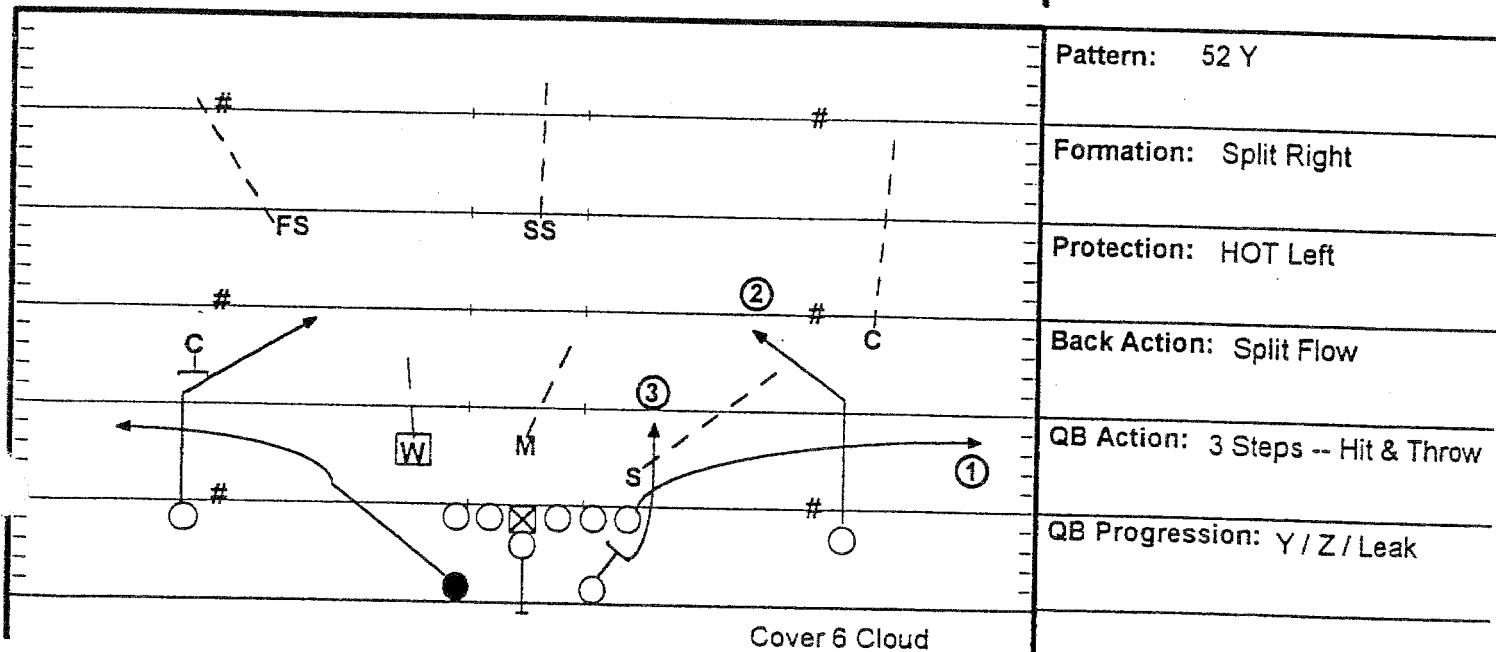
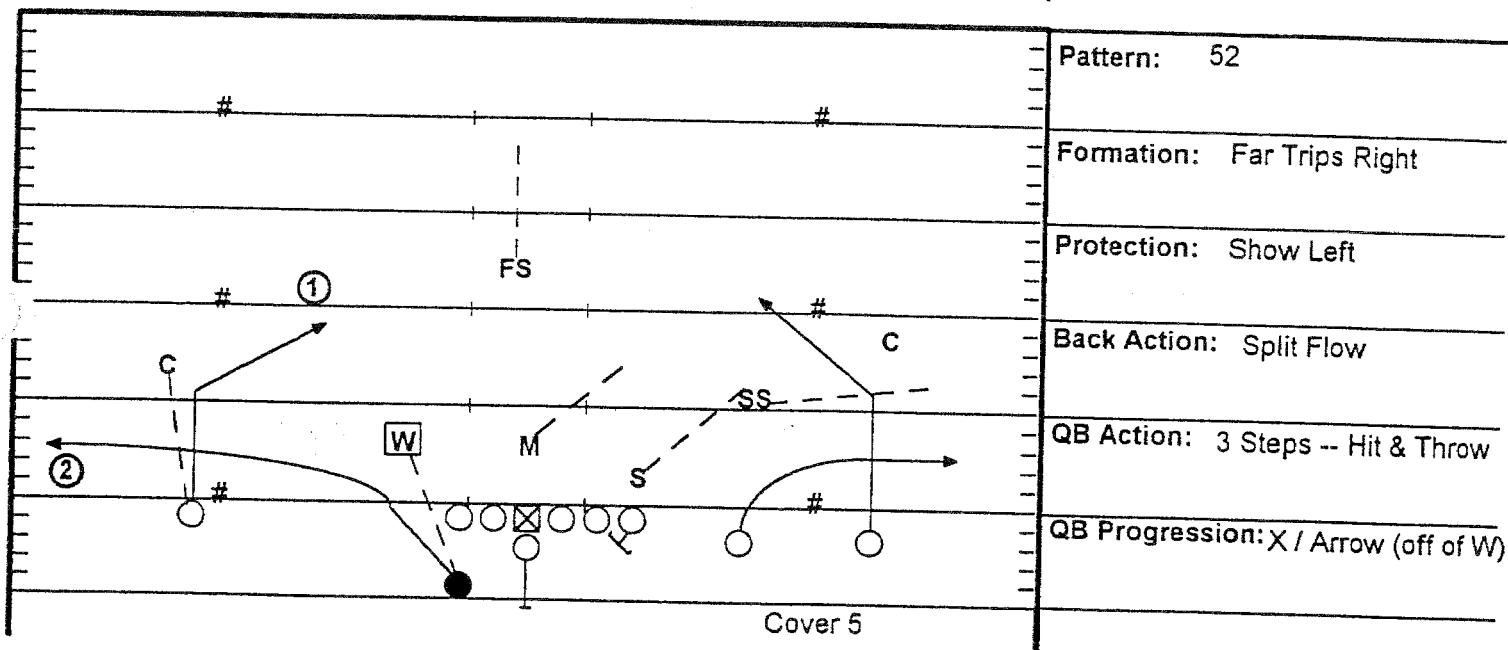
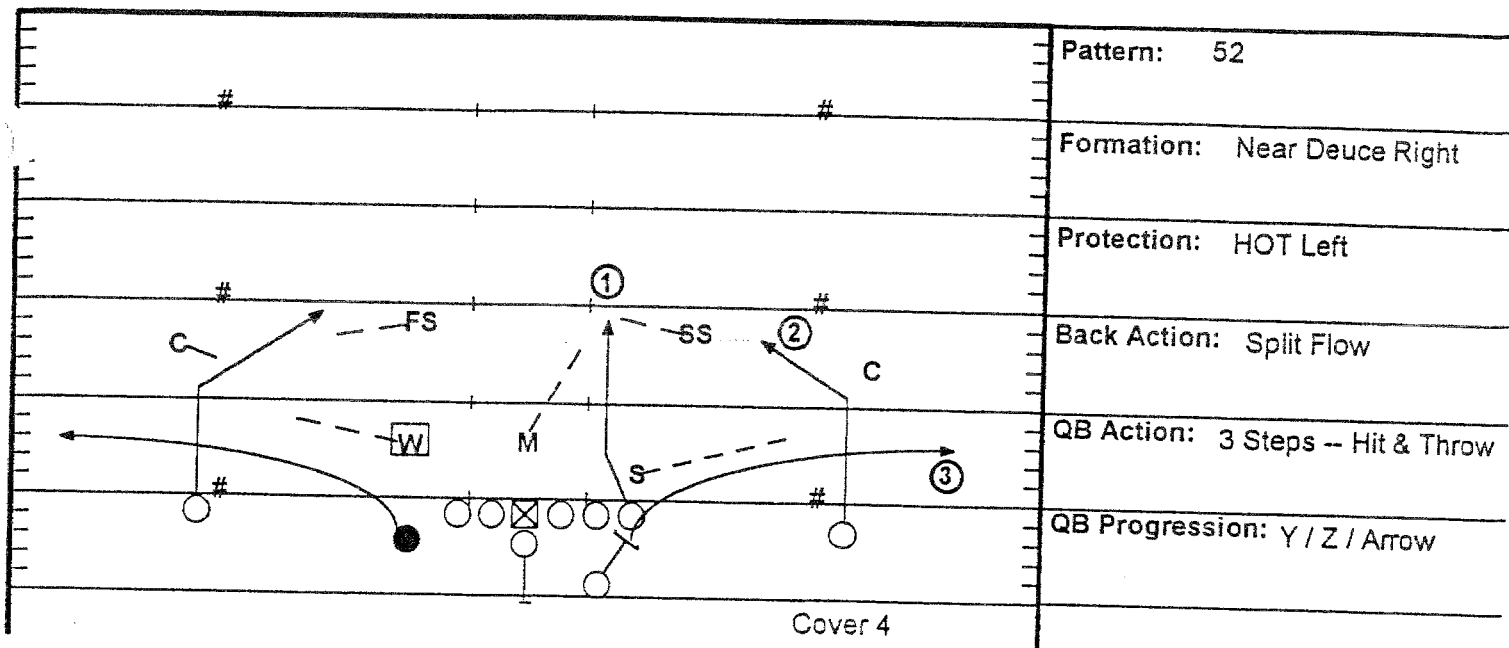
- Double rotation or Cover 4 - go TE side - Y / Z / Back

**NOTES:**

Can tag X, Z and H with Pump

Can tag Y - tells Y to run Arrow, and Back to his side to run Check Down

Possible 1 Back tags -52 H, 52 Y, 52 HAY (Changes inside receivers routes)







Pattern: 52 Special

Formation: Near

Protection: Turn Left

Back Action: Full Flow

QB Action: 3 Steps

QB Progression: X/Y/Z/Back

Cover 3

Pattern: 52 Special

Formation: Trey Right

Protection: Turn Left

Back Action: Full Flow

QB Action: 3 Steps

QB Progression: X/Y/Z/Back

Cover 8

Pattern: 52 Special

Formation: Trout Right

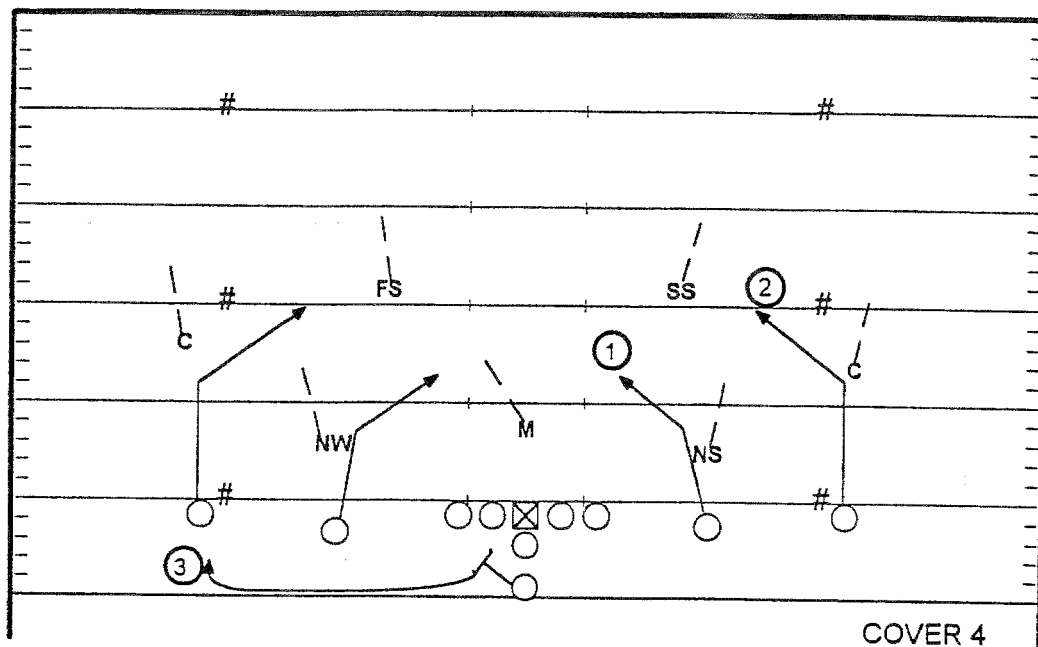
Protection: Turn Left

Back Action: Full Flow

QB Action: 3 Steps

QB Progression: X/Y/Z/Back

Cover 1



**PROTECTION** HOT RIGHT/LEFT

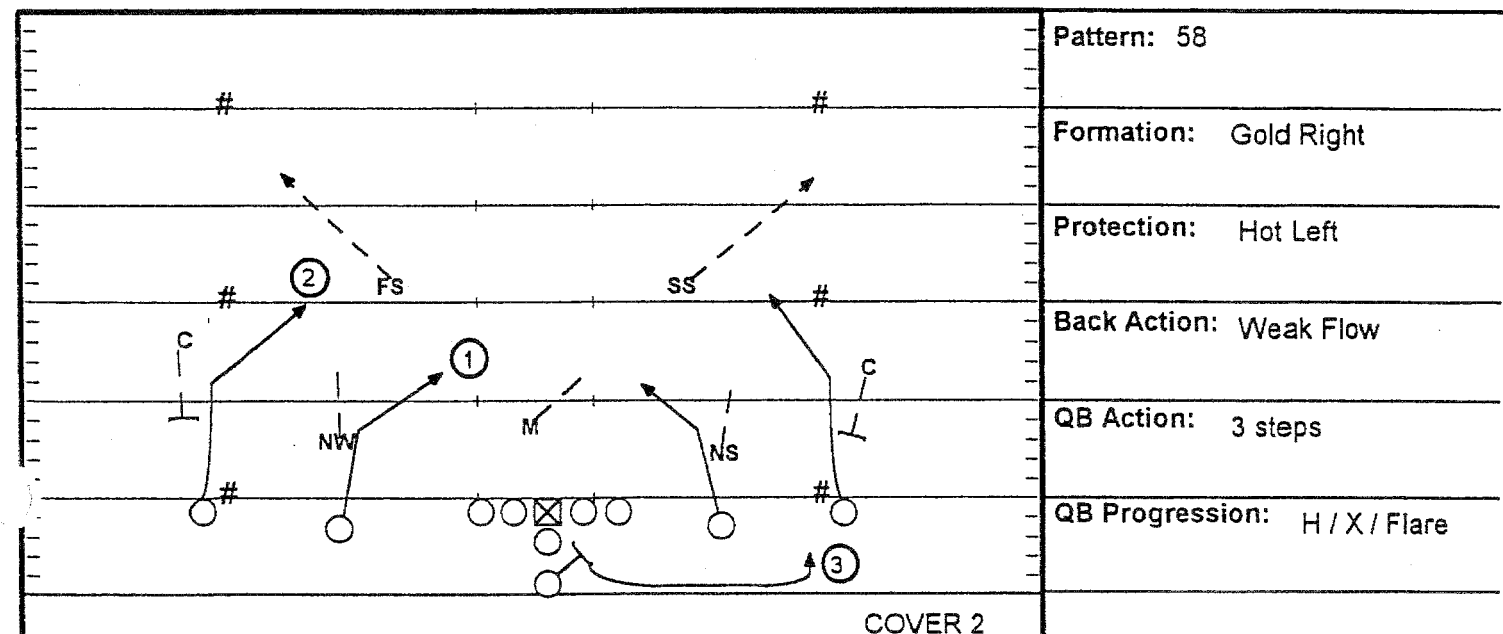
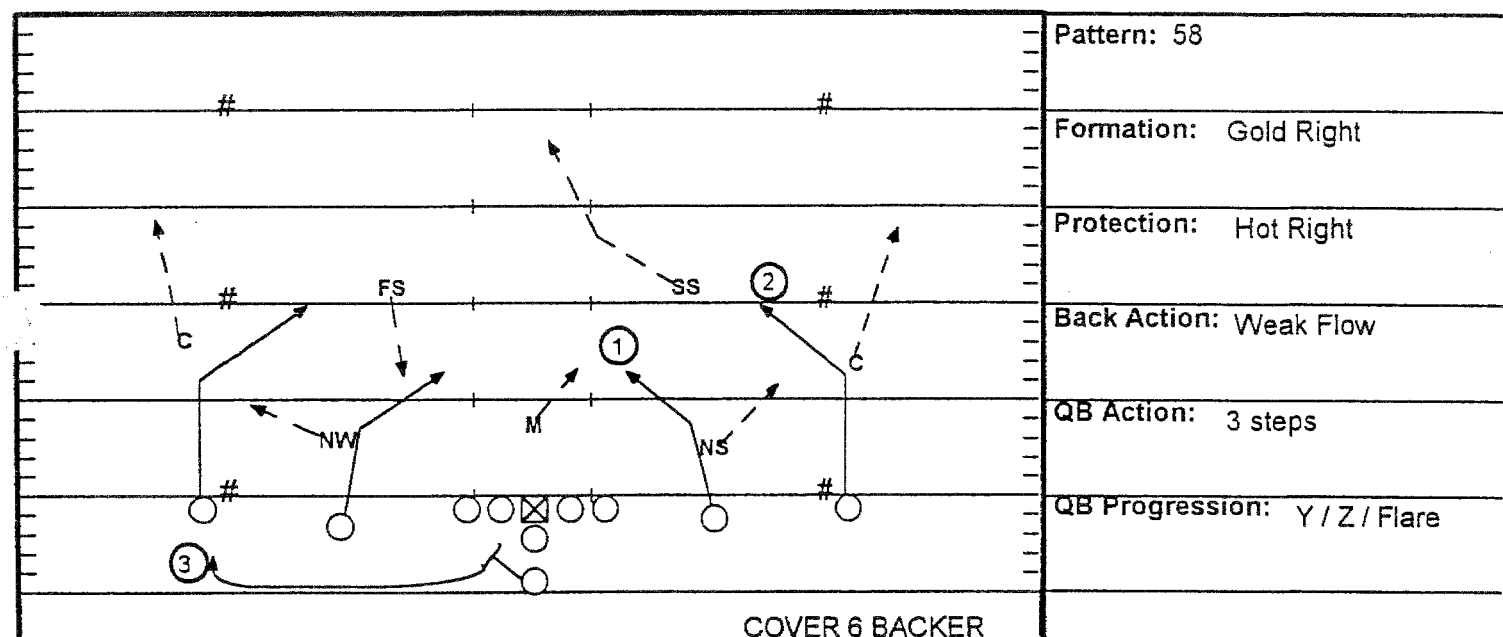
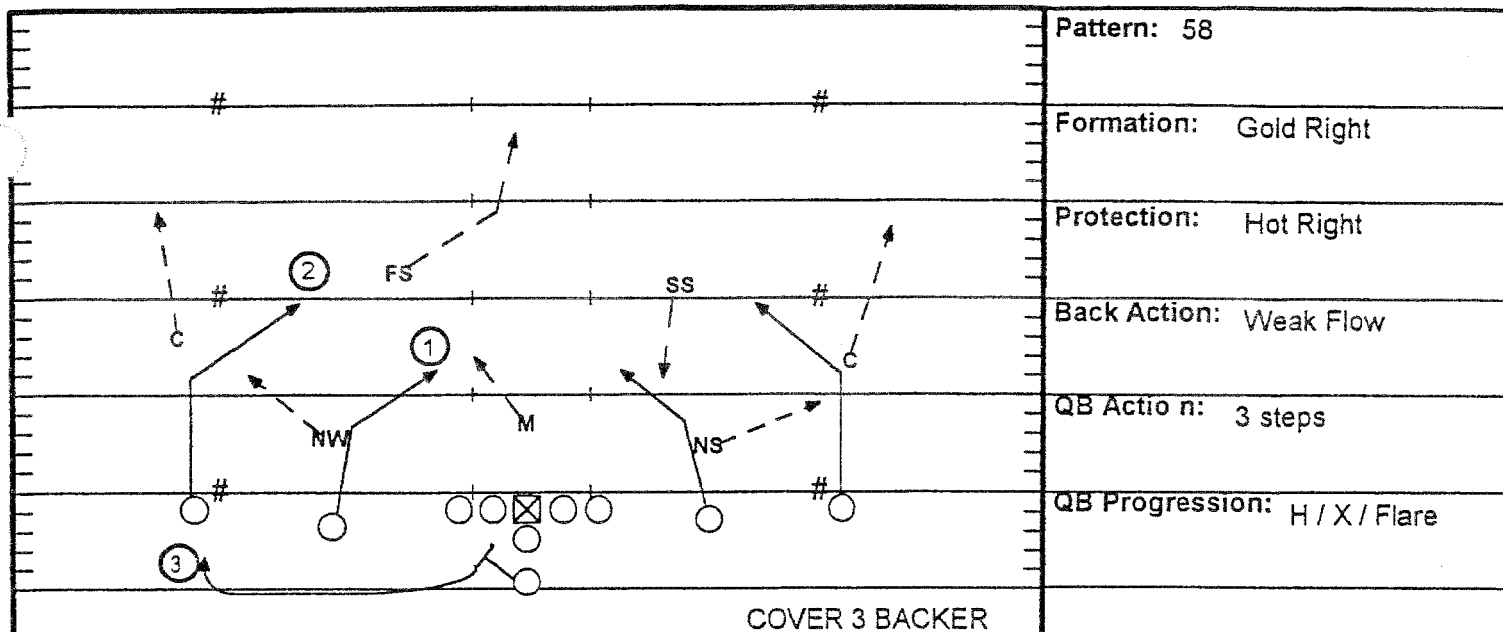
**BACKFIELD ACTION** WEAK FLOW

REC	ROUTE	SPLIT	RELEASE	DEPTH	ADJUSTMENT	SIGHT ADJUST
F	Check - Flare	Normal	Wide	3 yards	None	None
H	2	Slot	I.S.	3 yards	None	None
Y	2	Slot	I.S.	3 yards	None	None
X	2	Outside edge of Numbers	I.S.	6 yards	None	None
Z	2	Outside edge of Numbers	I.S.	6 yards	None	None

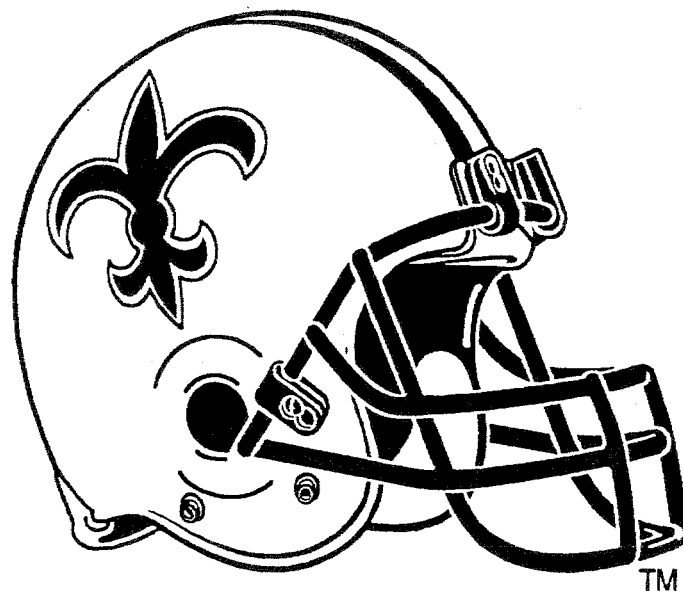
**QB ACTION** 3 steps

**QB READ** Work Hot side - Slot / WR / Flare

**NOTES:**



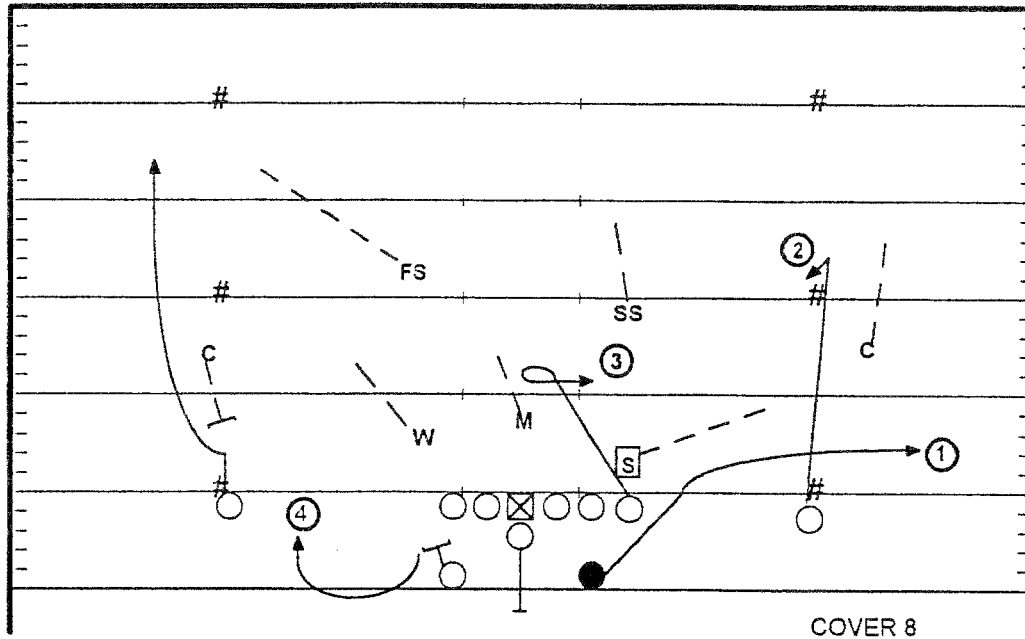
# SAINTS



## QUICK 5 STEP DROP

84 Y-PIVOT

SPLIT, NEAR, STRONG



HOT RIGHT

SPLIT FLOW

<i>REC</i>	<i>ROUTE</i>	<i>SPLIT</i>	<i>RELEASE</i>	<i>DEPTH</i>	<i>ADJUSTMENT</i>	<i>SIGHT ADJUST</i>
<i>R</i>	Free - Arrow	N/A	O.S.	2 yds	None	Sam - Built in
<i>L</i>	Check - Alley	N/A	Wide	LOS	None	None
<i>Y</i>	Pivot	Normal	I.S.	5-6 yds	Sit vs. Zone Run away vs. Man	None
<i>X</i>	8	Inside Edge of numbers	O.S.	7 steps	Run it vs. Press Fade vs. Rotation	#4
<i>Z</i>	4	Inside Edge of numbers	O.S.	12 yds	None	None

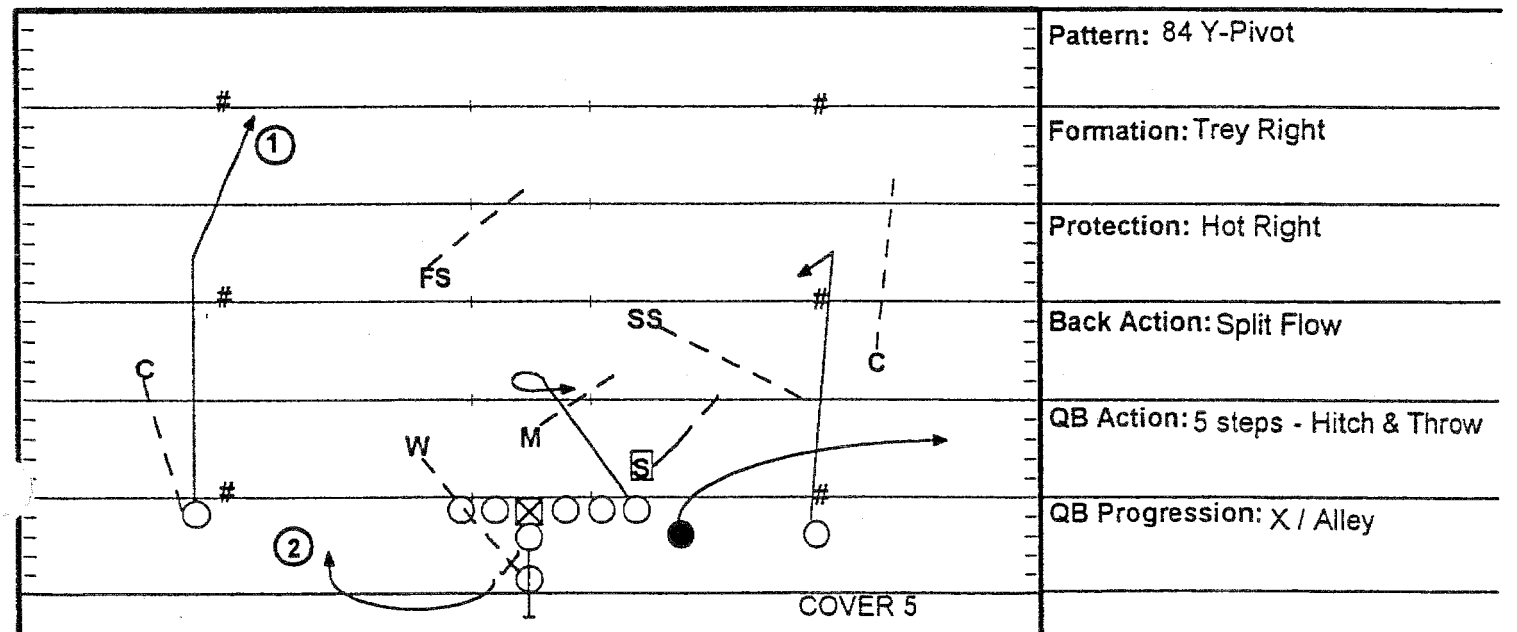
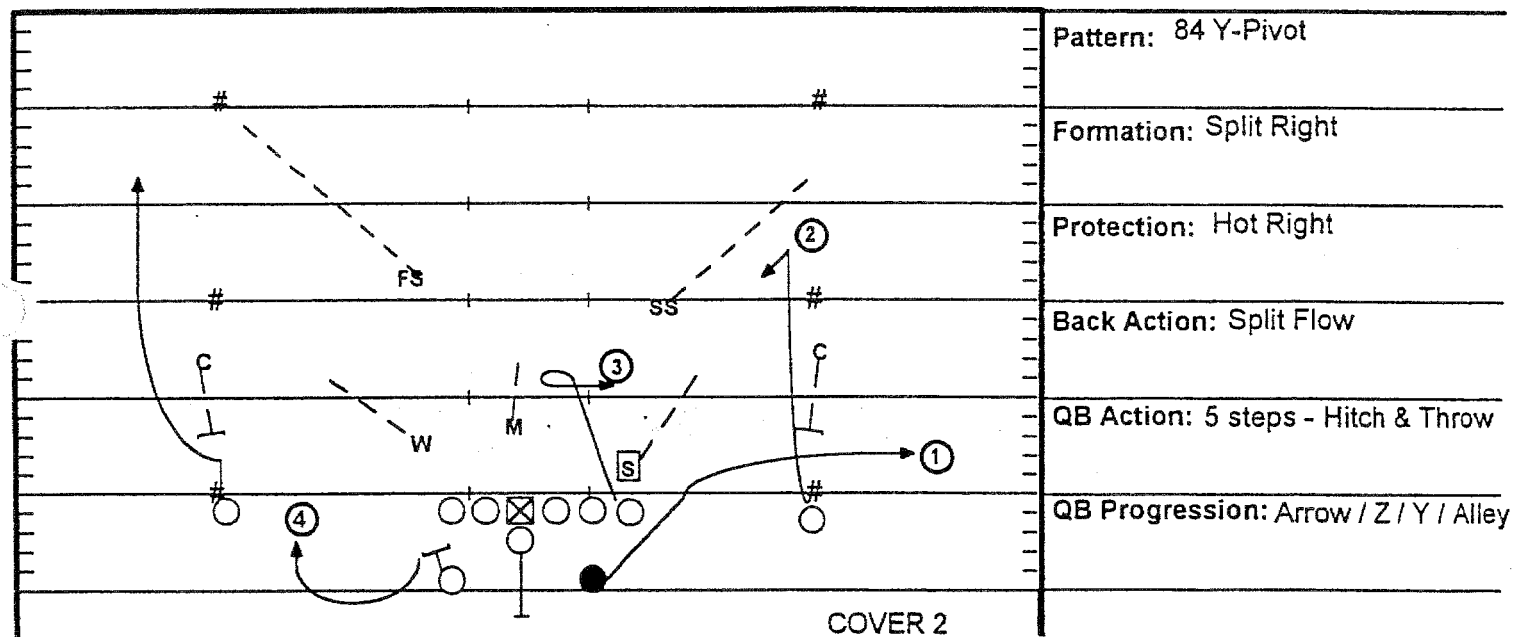
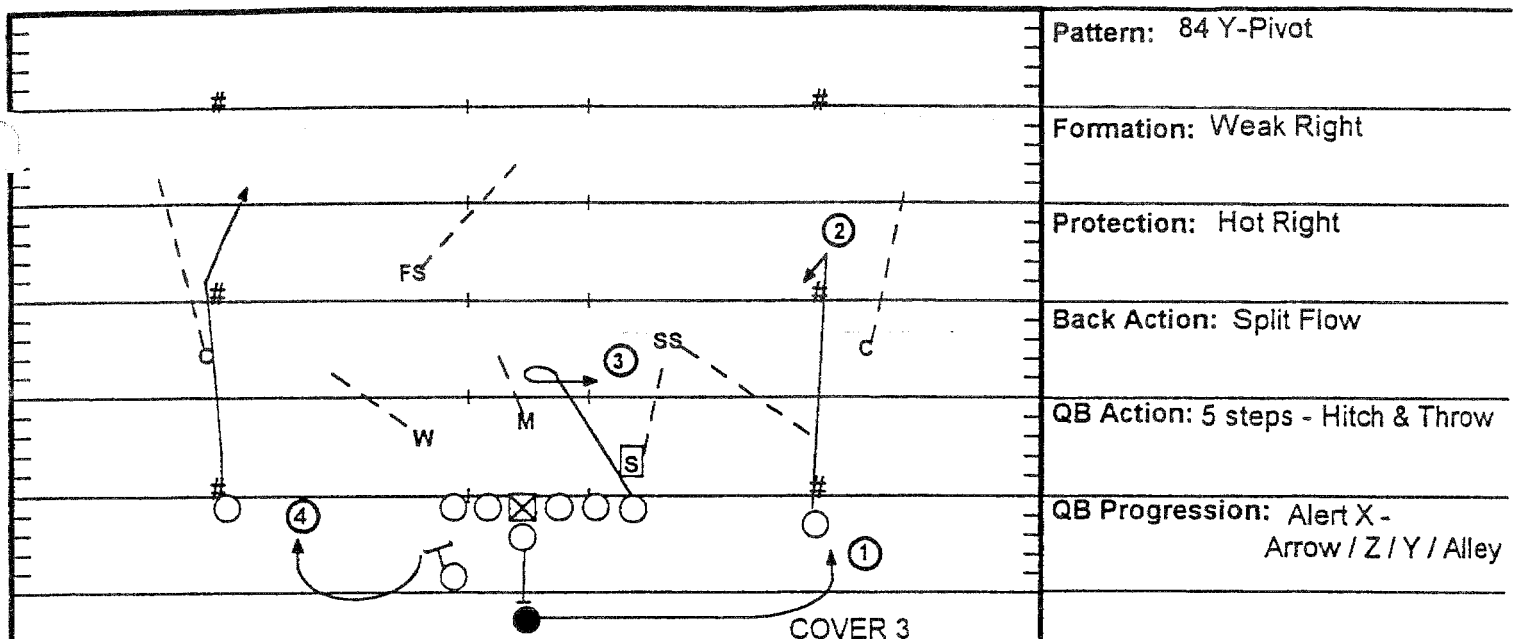
### 5 steps - Hitch and Throw

Alert X - Arrow / Z / Y / Alley

- vs. Cover 5 - Go X / Alley (In Trips sets key Mike - Go away)

- vs. Zone Dogs use Base Protection

R - C.P. - If aligned in 1 Position - Free Flare.

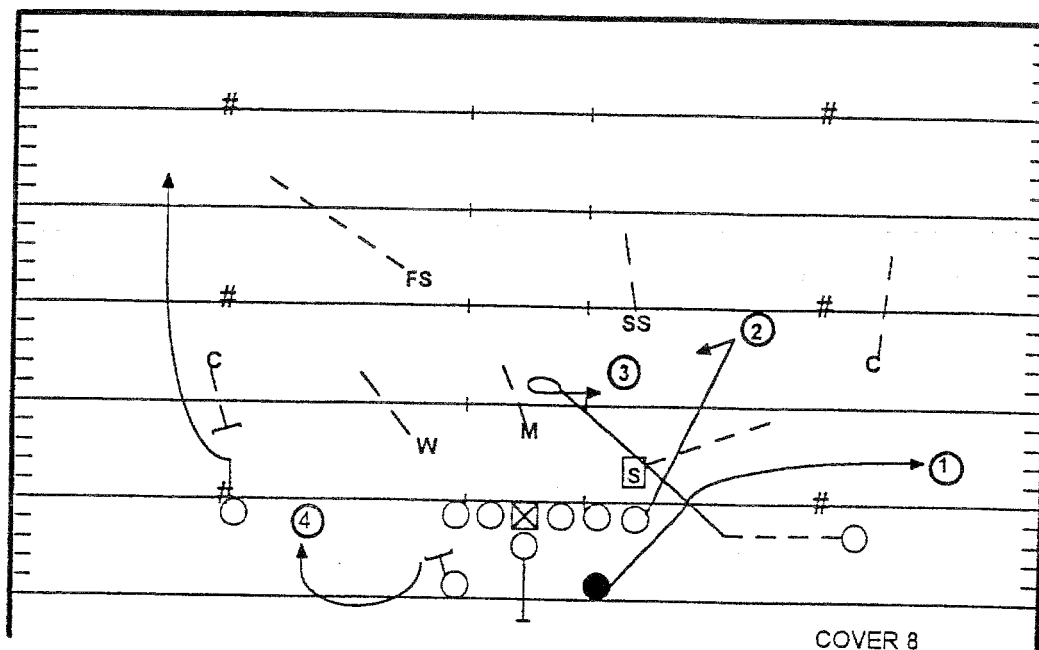


**PASS**

84 Z-PIVOT

## FORMATION

SPLIT, NEAR, STRONG, DICE, BLACK, (Flip)



## PROTECTION

HOT RIGHT

## BACKFIELD ACTION

SPLIT FLOW

REC	ROUTE	SPLIT	RELEASE	DEPTH	ADJUSTMENT	SIGHT ADJUST
R	Free - Arrow	N/A	O.S.	2 yds	None	Sam - Built in
L	Check - Alley	N/A	Wide	LOS	None	None
Y	4	Normal	O.S.	8 yds (Widen 4 yds)	None	None
X	8	Inside Edge of numbers	O.S.	7 steps	Run it vs. Press Fade vs. Rotation	#4
Z	Pivot	Force	I.S.	5-6 yds	Sit vs. Zone Run away vs. Man	None

**QB ACTION**

### 5 steps - Hitch and Throw

**QB READ**

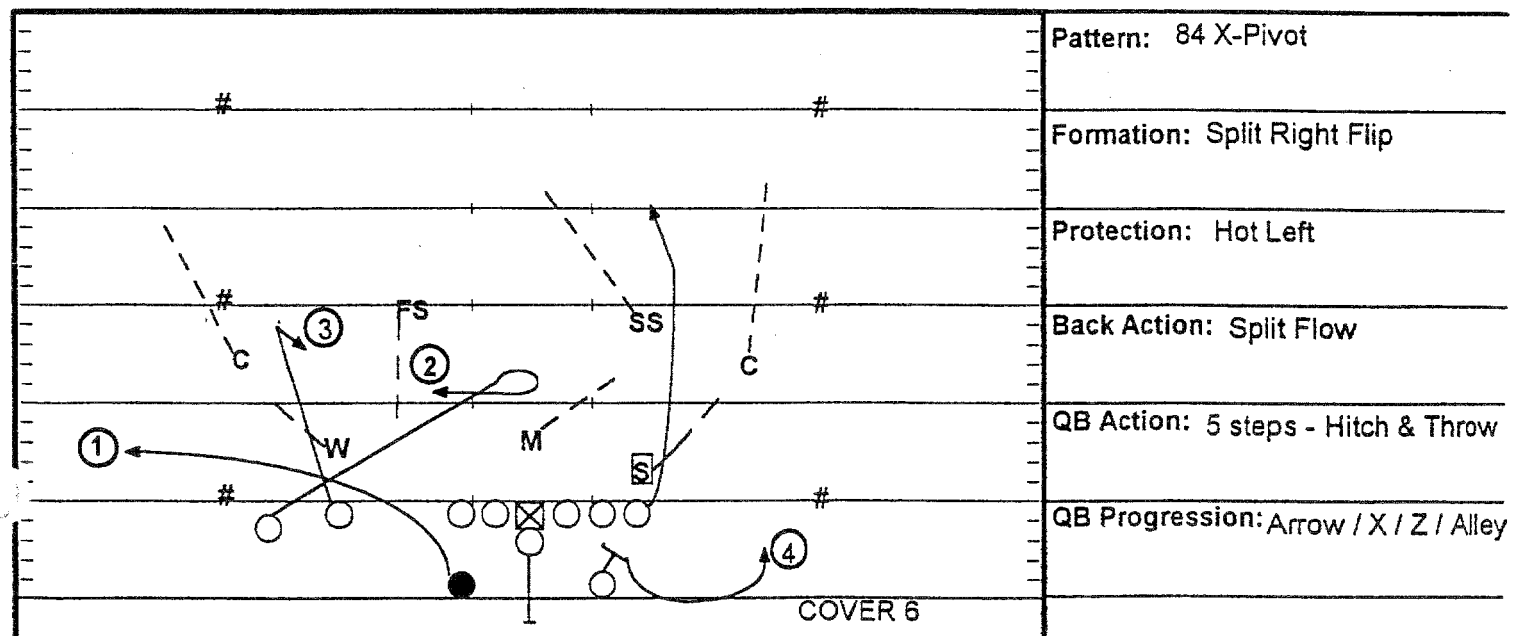
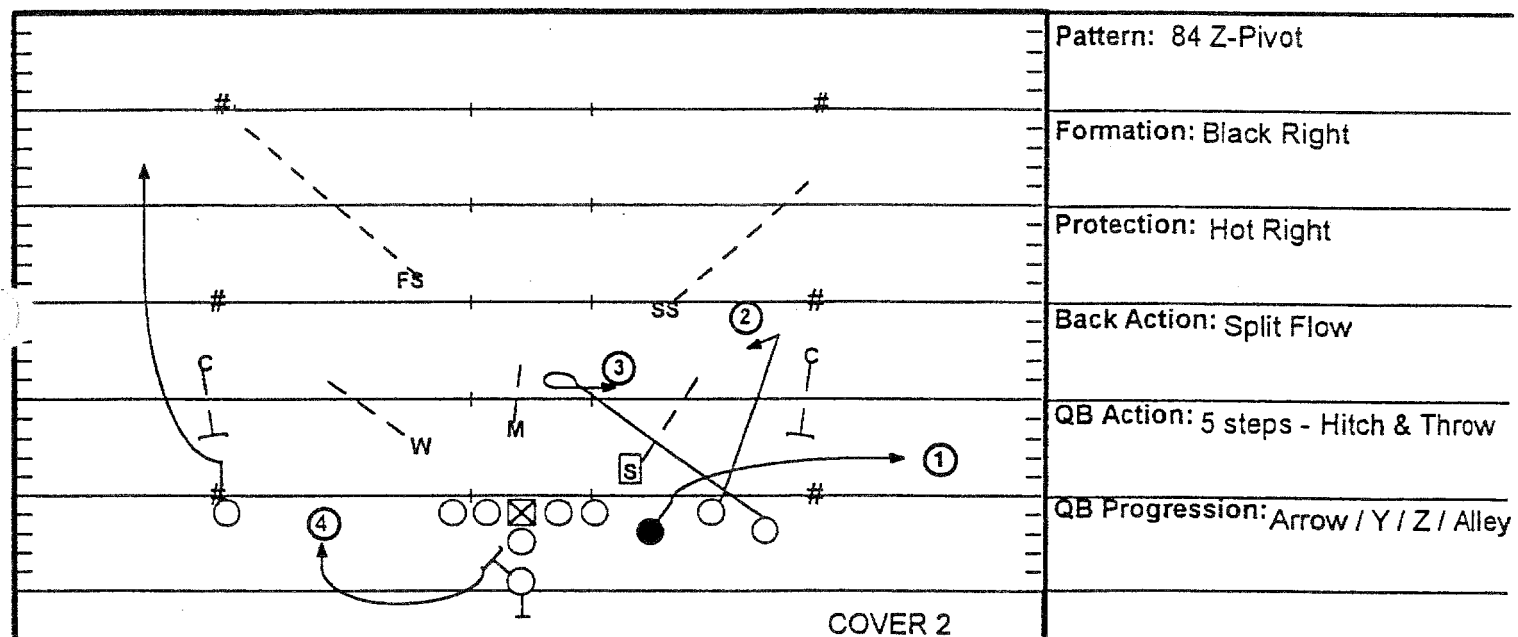
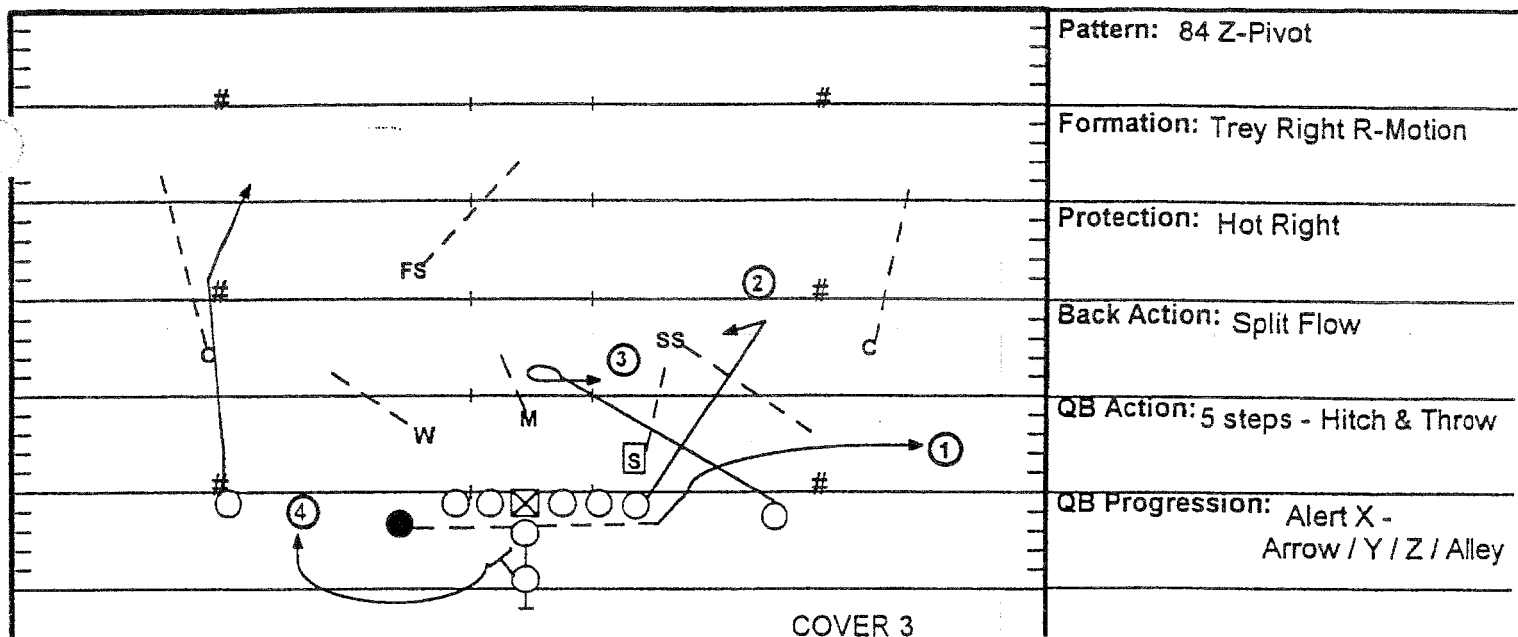
Alert X - Arrow / Y / Z / Alley

**NOTES:**

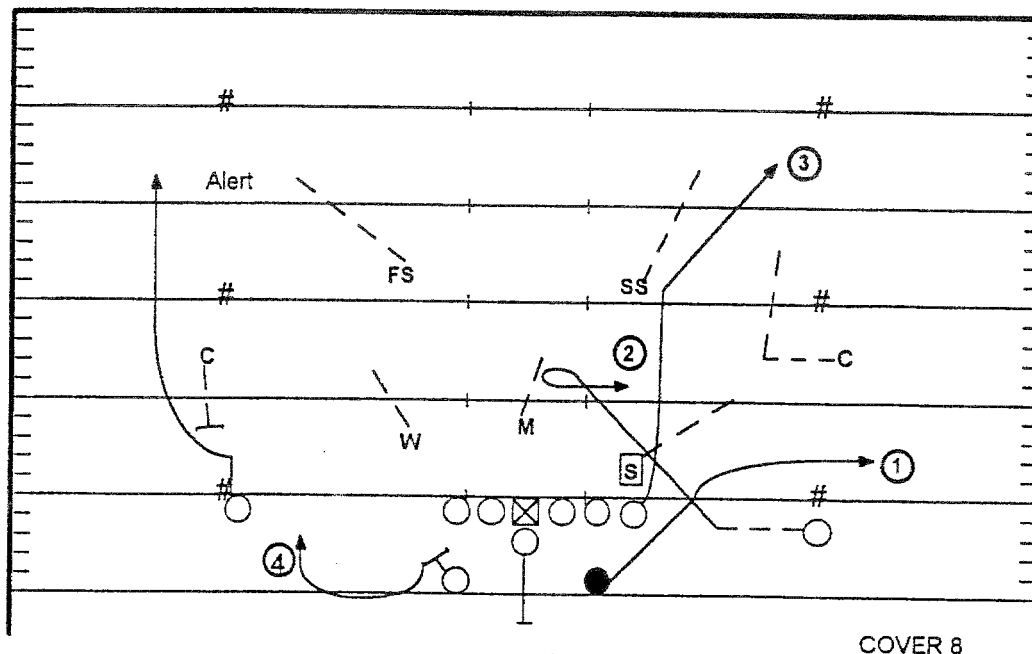
Y goes 1st, Z goes 2nd, Back goes 3rd

R - C.P. - If aligned in 1 Position - Free Flare.





SPLIT Z-SHORT



HOT RIGHT/BASE

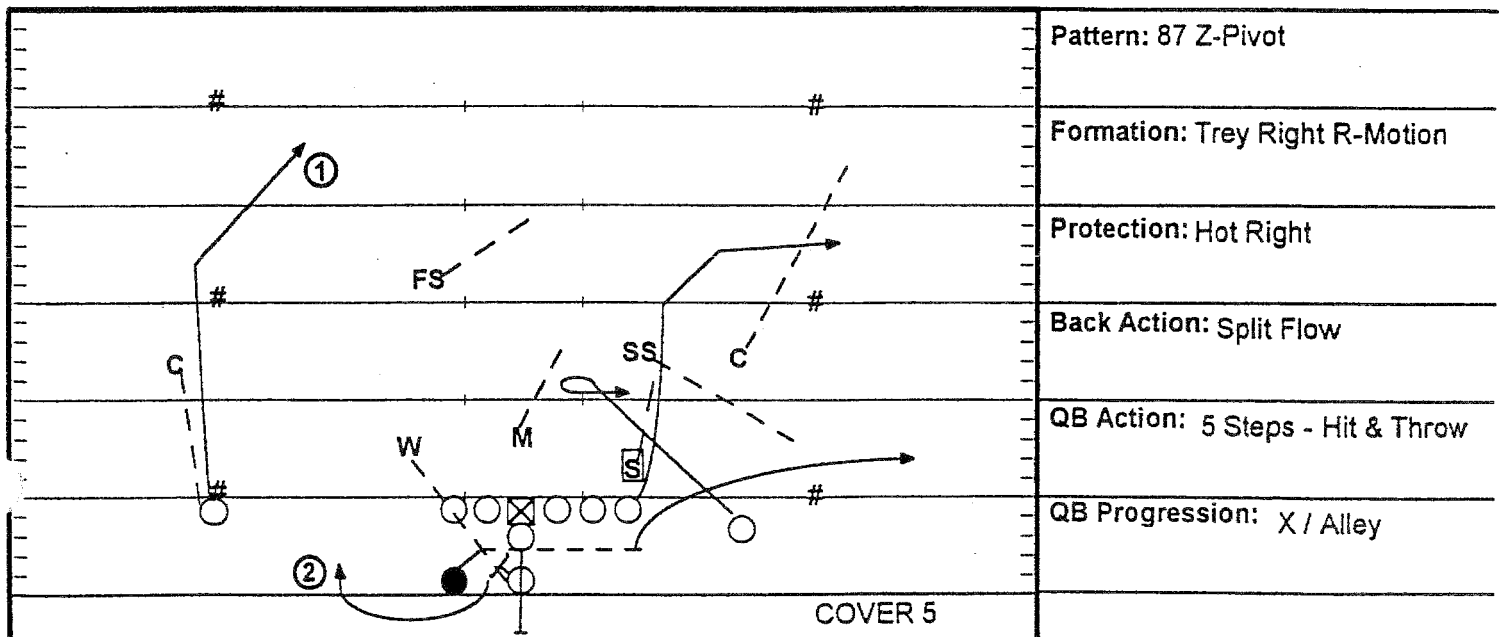
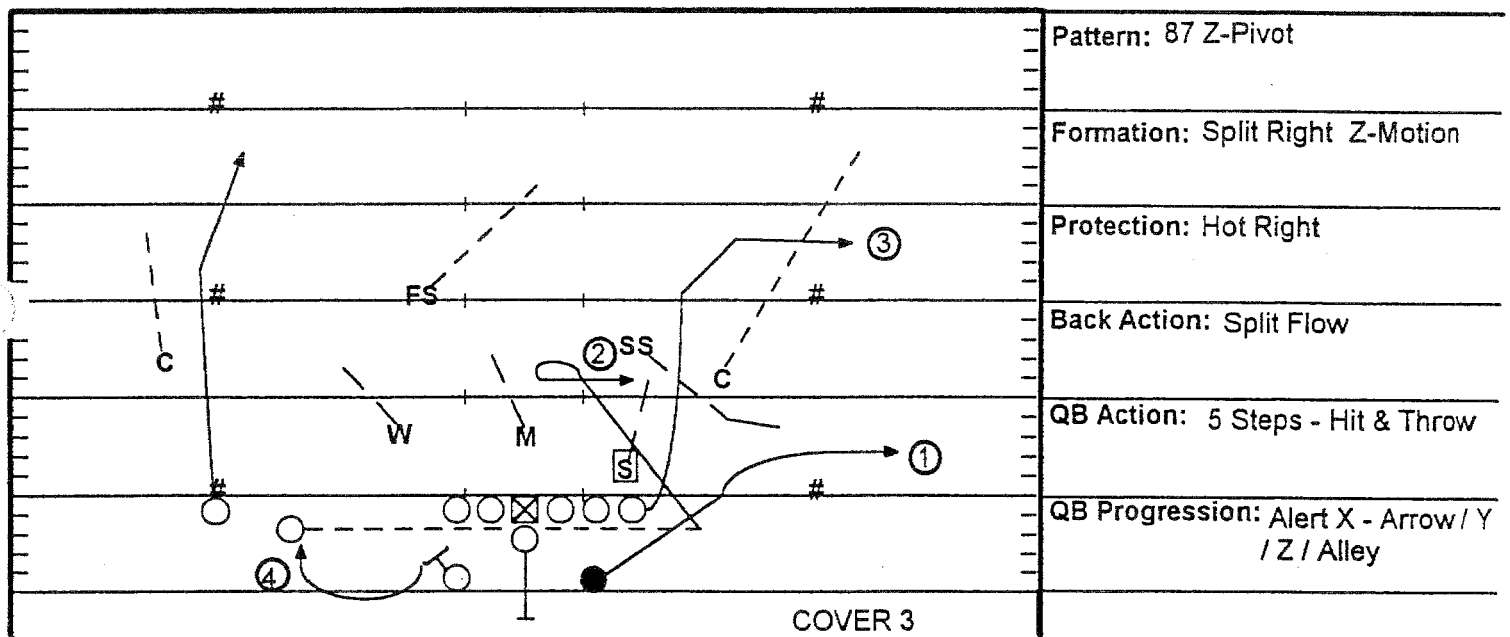
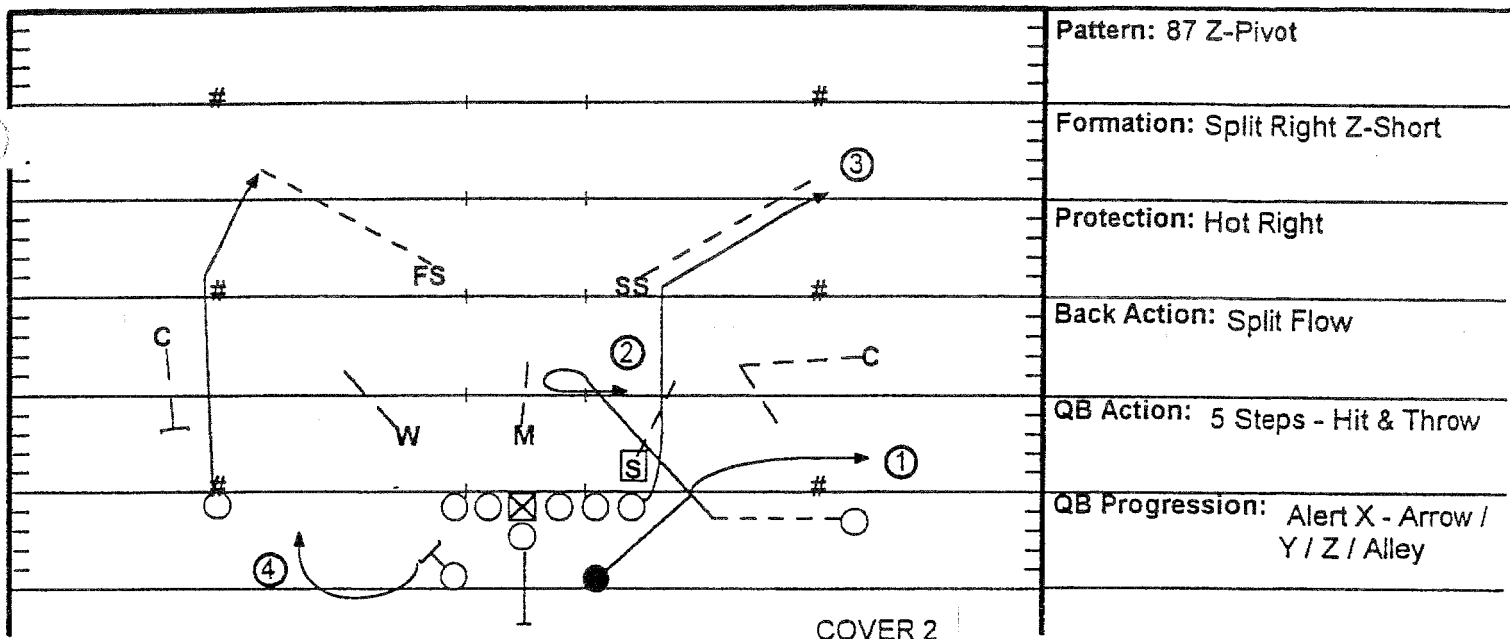
SPLIT FLOW

REC	ROUTE	SPLIT	RELEASE	DEPTH	ADJUSTMENT	SIGHT ADJUST
R	Free - Arrow	N/A	O.S.	2 yds	None	Sam - Built in
L	Check - Alley	N/A	Wide	LOS	None	None
Y	7	Normal	O.S.	10-12 yds	Shake vs. Deep outside coverage	None
X	8	Inside edge of numbers	O.S.	7 steps	None	#4
Z	Pivot	Force	I.S.	6 yds	Sit vs. Zone Run away vs. Man	None

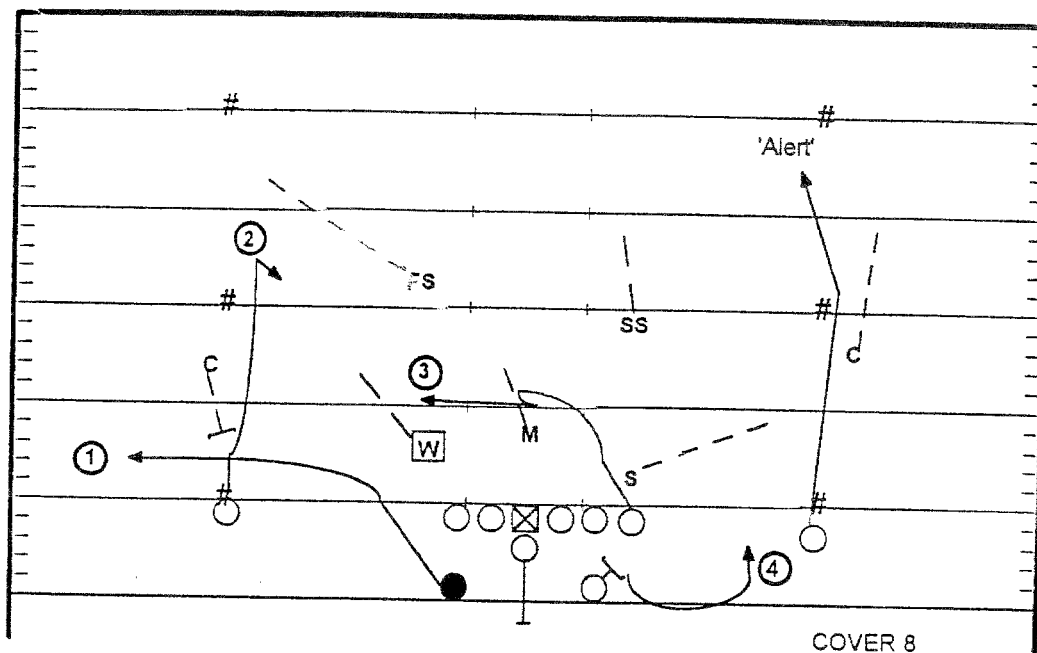
### 5 Steps - Hit and Throw (If throwing to Back)

Alert X - Arrow / Z / Y / Alley

R - C.P. - If aligned in 1 Position - Free Flare.



SPLIT, WEAK, FAR, DEUCE



COVER 8

HOT LEFT

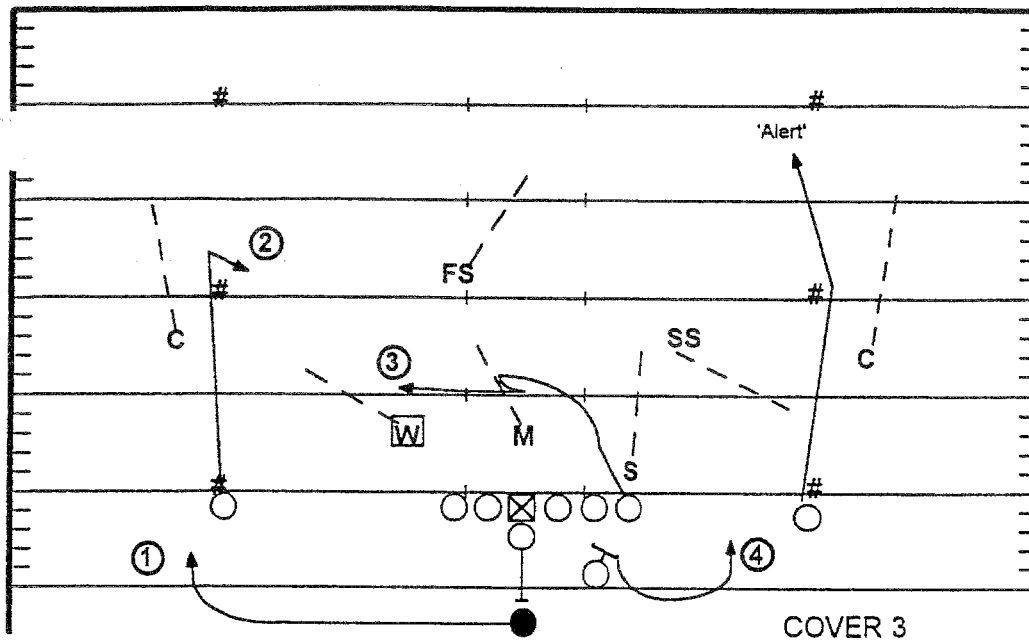
SPLIT FLOW

REC	ROUTE	SPLIT	RELEASE	DEPTH	ADJUSTMENT	SIGHT ADJUST
R	Check - Alley	N/A	Wide	LOS	None	None
L	Free - Arrow	N/A	O.S.	2 yds	None	Will - Built in
Y	Dodge	Normal	I.S.	5-6 yds	Sit vs. Zone Run away vs. Man	None
X	4	Inside Edge of numbers	O.S.	12 yds	None	None
Z	8	Inside Edge of numbers	O.S.	7 steps	Fade vs. Rotation	#4

## 5 steps - Hitch and Throw

Alert Z - Arrow / X / Y / Alley

L - C.P. - If aligned in 1 Position - Free Flare.



Pattern: 48 Y-Dodge

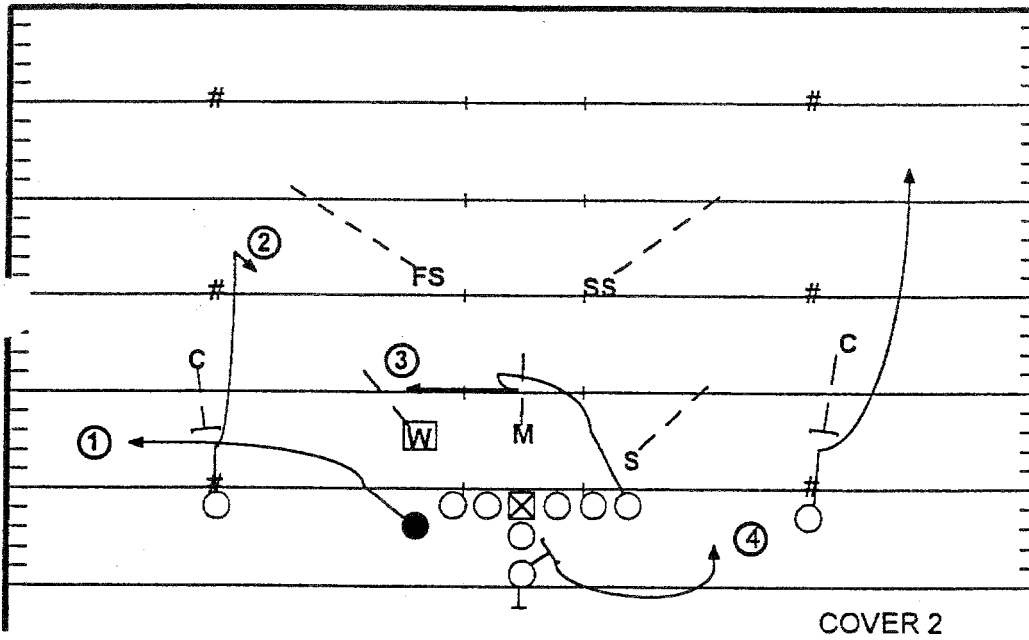
Formation: Strong Right

Protection: Hot Left

Back Action: Split Flow

QB Action: 5 steps - Hitch & Throw

QB Progression: Alert Z - Arrow / X / Y / Alley



Pattern: 48 Y-Dodge

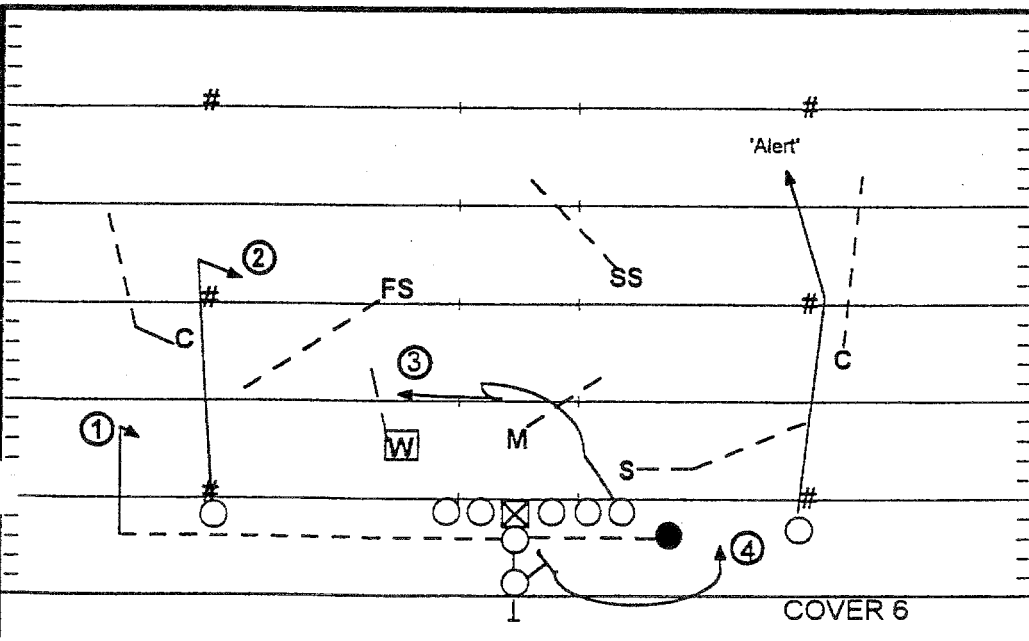
Formation: Deuce Right

Protection: Hot Left

Back Action: Split Flow

QB Action: 5 steps - Hitch & Throw

QB Progression: Arrow / X / Y / Alley



Pattern: 48 Y-Dodge

Formation: Dock Right R-Motion

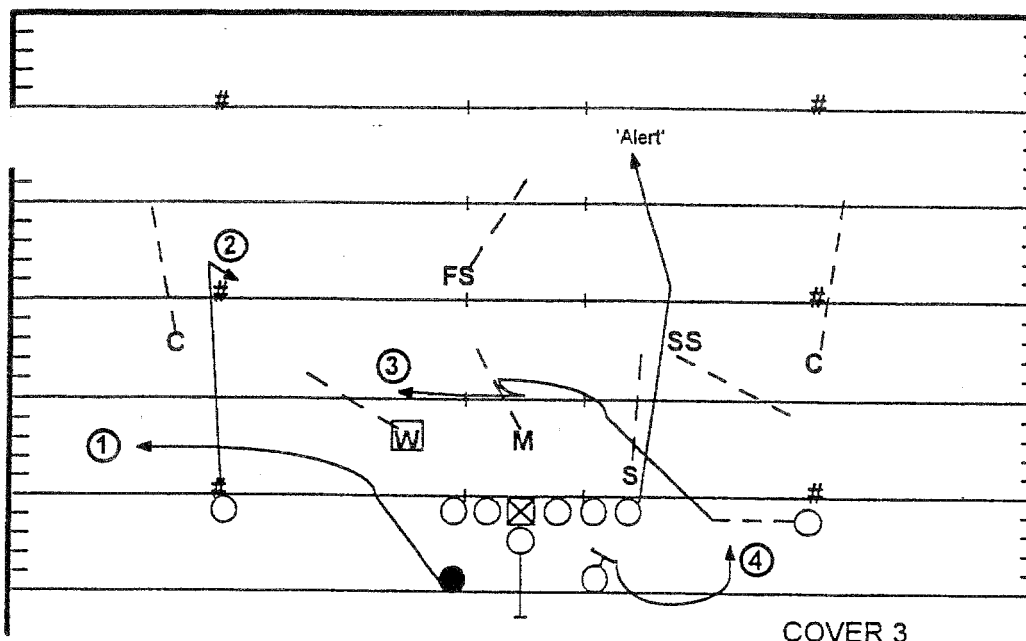
Protection: Hot Left

Back Action: Split Flow

QB Action: 5 steps - Hitch & Throw

QB Progression: Alert Z - R / X / Y / Alley





Pattern: 48 Z-Dodge

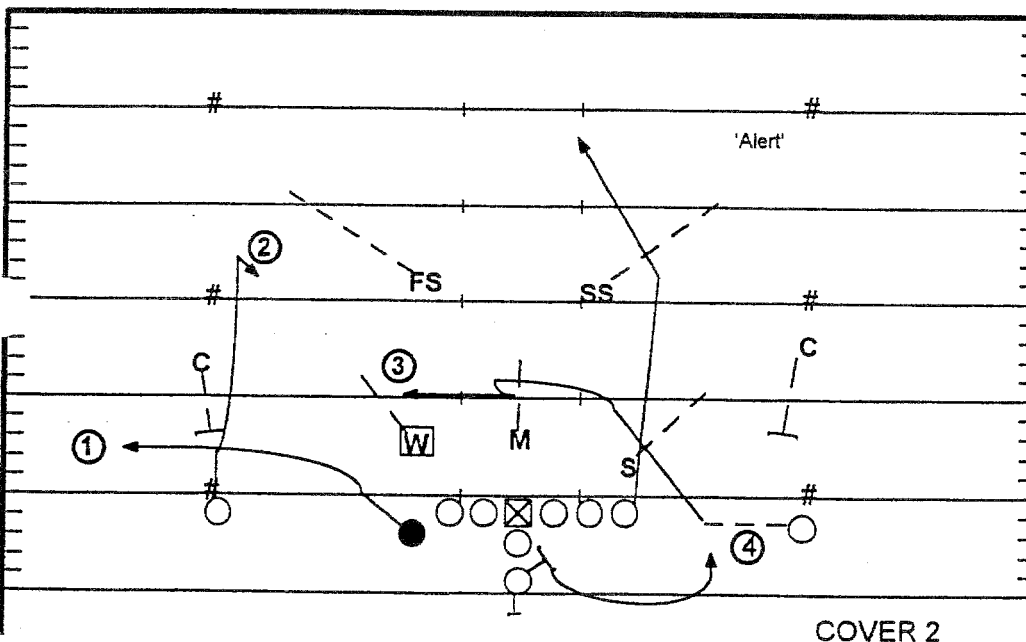
Formation:	Split Right
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Protection: Hot Left

**Back Action: Split Flow**

QB Action: 5 steps - Hitch & Throw

QB Progression: Arrow / X / Z / Alley



Pattern: 48 Z-Dodge

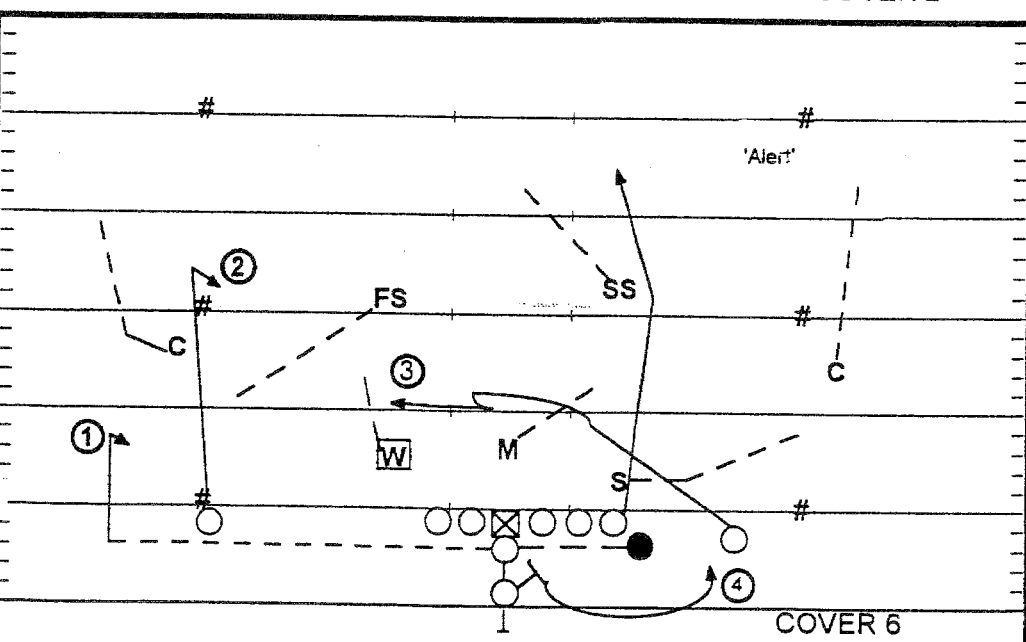
**Formation: Deuce Right**

Protection: Hot Left

**Back Action: Split Flow**

**QB Action:** 5 steps - Hitch & Throw

**QB Progression:** Alert Y - Arrow / X  
/ Z / Alley



**Pattern: 48 Z-Dodge**

**Formation: Dock Right R-Motion**

**Protection: Hot Left**

### Back Action: Split Flow

**QB Action: 5 steps - Hitch & Throw**

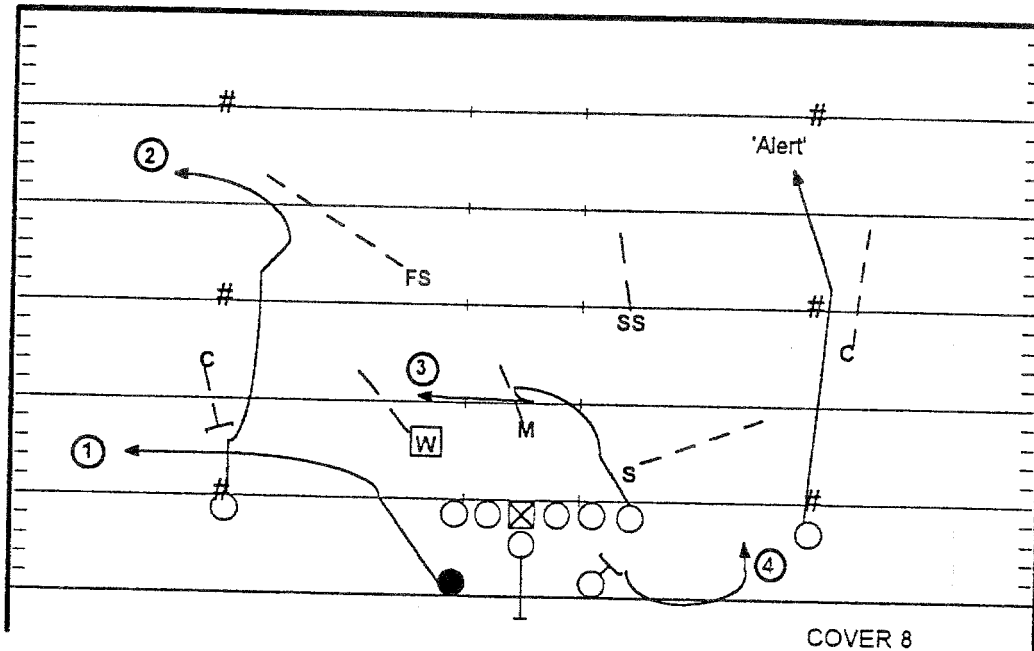
QB Progression: R / X / Z / Alex

**PASS**

78 Y-DODGE

## FORMATION

SPLIT, WEAK, FAR, DEUCE



## PROTECTION

HOT LEFT

## BACKFIELD ACTION

SPLIT FLOW

REC	ROUTE	SPLIT	RELEASE	DEPTH	ADJUSTMENT	SIGHT ADJUST
R	Check - Alley	N/A	Wide	LOS	None	None
L	Free - Arrow	N/A	O.S.	2 yds	None	Will - Built in
Y	Dodge	Normal	I.S.	5-6 yds	Sit vs. Zone Run away vs. Man	None
X	7	Numbers - Varies	O.S.	12 yds	Shake vs. Deep Outside coverage	None
Z	8	Inside Edge of numbers	O.S.	7 steps	Fade vs. Rotation	#4

**QB ACTION**

### 7 steps - variable – Hitch and Throw

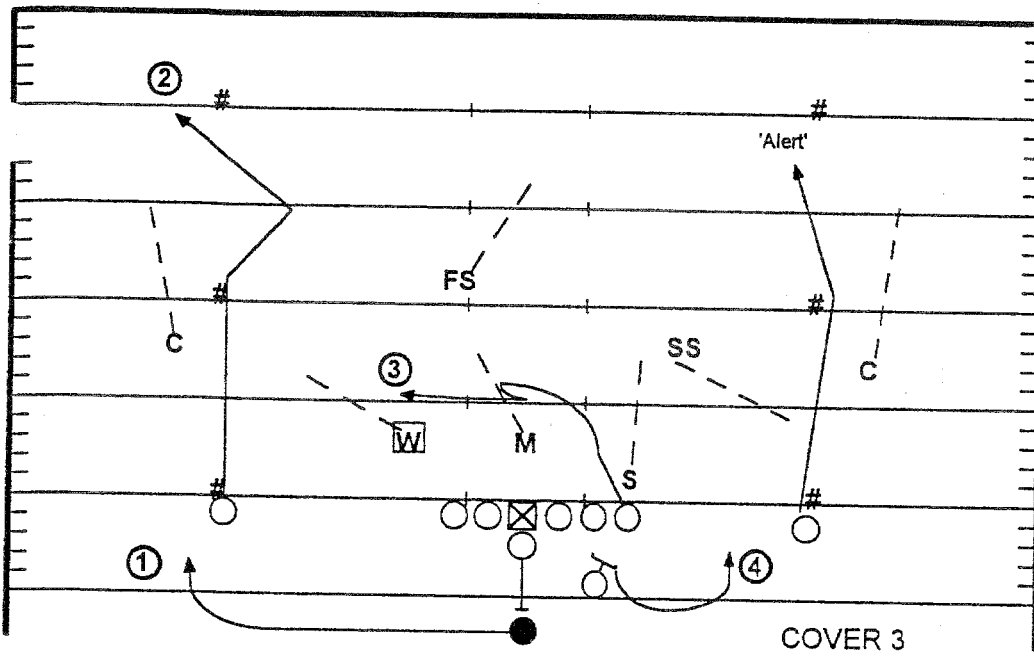
**QB READ**

Alert Z - Arrow / X / Y / Alley

**NOTES:**

L - C.P. - If aligned in 1 Position - Free Flare.





Pattern: 78 Y-Dodge

Formation: Strong Right

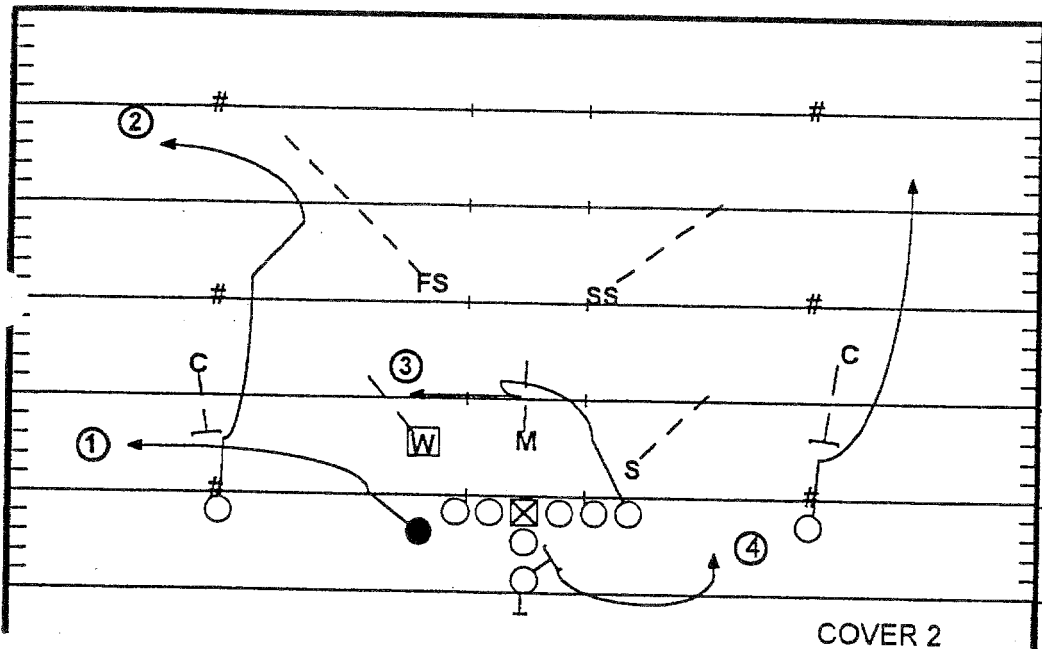
Protection: Hot Left

Back Action: Split Flow

QB Action: 7 steps - variable --  
Hitch and Throw

QB Progression: Alert Z - Arrow / X  
/ Y / Alley

COVER 3



Pattern: 78 Y-Dodge

Formation: Deuce Right

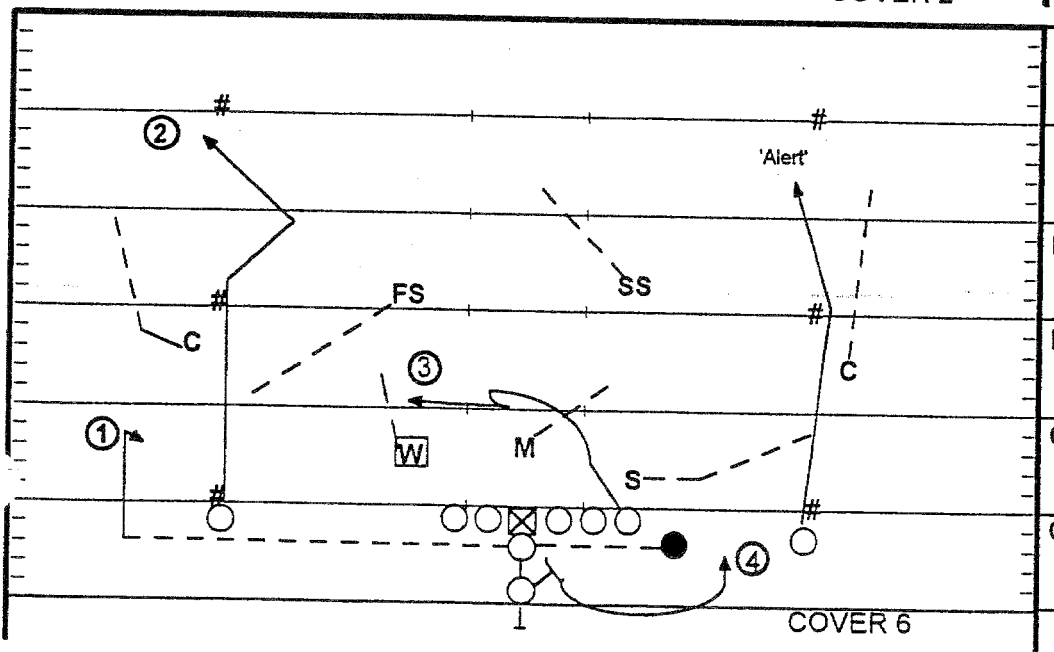
Protection: Hot Left

Back Action: Split Flow

QB Action: 7 steps - variable --  
Hitch and Throw

QB Progression: Arrow / X / Y / Alley

COVER 2



Pattern: 78 Y-Dodge

Formation: Dock Right R-Motion

Protection: Hot Left

Back Action: Split Flow

QB Action: 7 steps - variable --  
Hitch and Throw

QB Progression: Alert Z - R / X / Y  
Alley

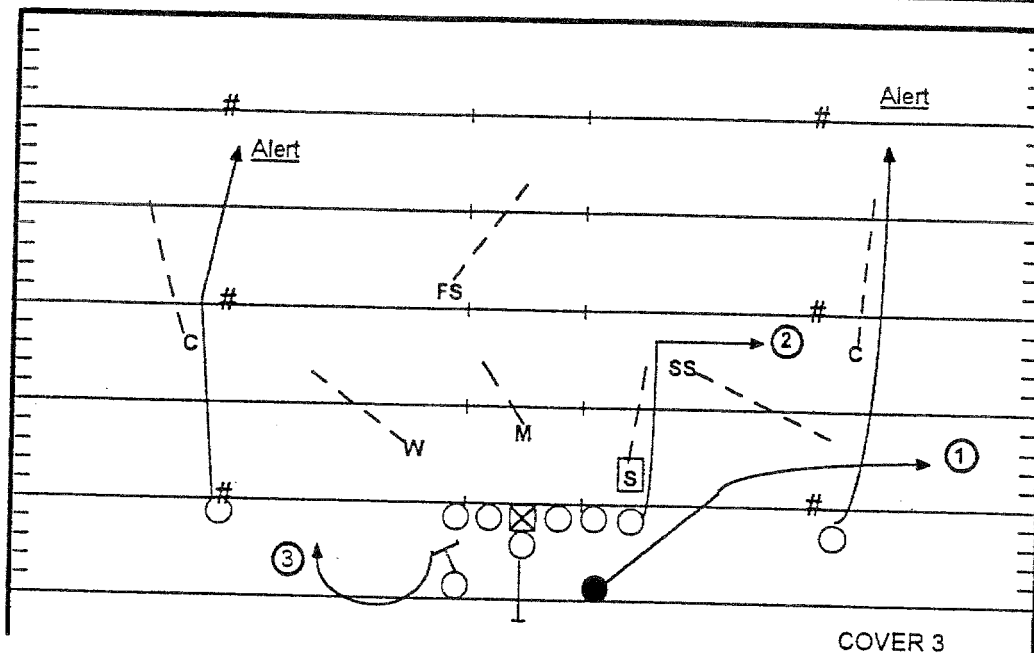
COVER 6

PASS

839 ARROW

FORMATION

SPLIT, STRONG, TREY, BLACK, TROUT



PROTECTION

HOT RIGHT

BACKFIELD ACTION

SPLIT FLOW

REC	ROUTE	SPLIT	RELEASE	DEPTH	ADJUSTMENT	SIGHT ADJUST
R	Free - Arrow	N/A	O.S.	2 yds	None	Sam - Built in
L	Check - Alley	N/A	Wide	LOS	None	None
Y	3	Normal	O.S.	8 yds	Sit vs. Zone Run away vs. Man	None
X	8	Inside Edge of Numbers	B.A.	7 steps	Fade vs. Rotation	#4
Z	9	1 yds O.S. Numbers	F.O.S.	12-15 yds	None	None

QB ACTION

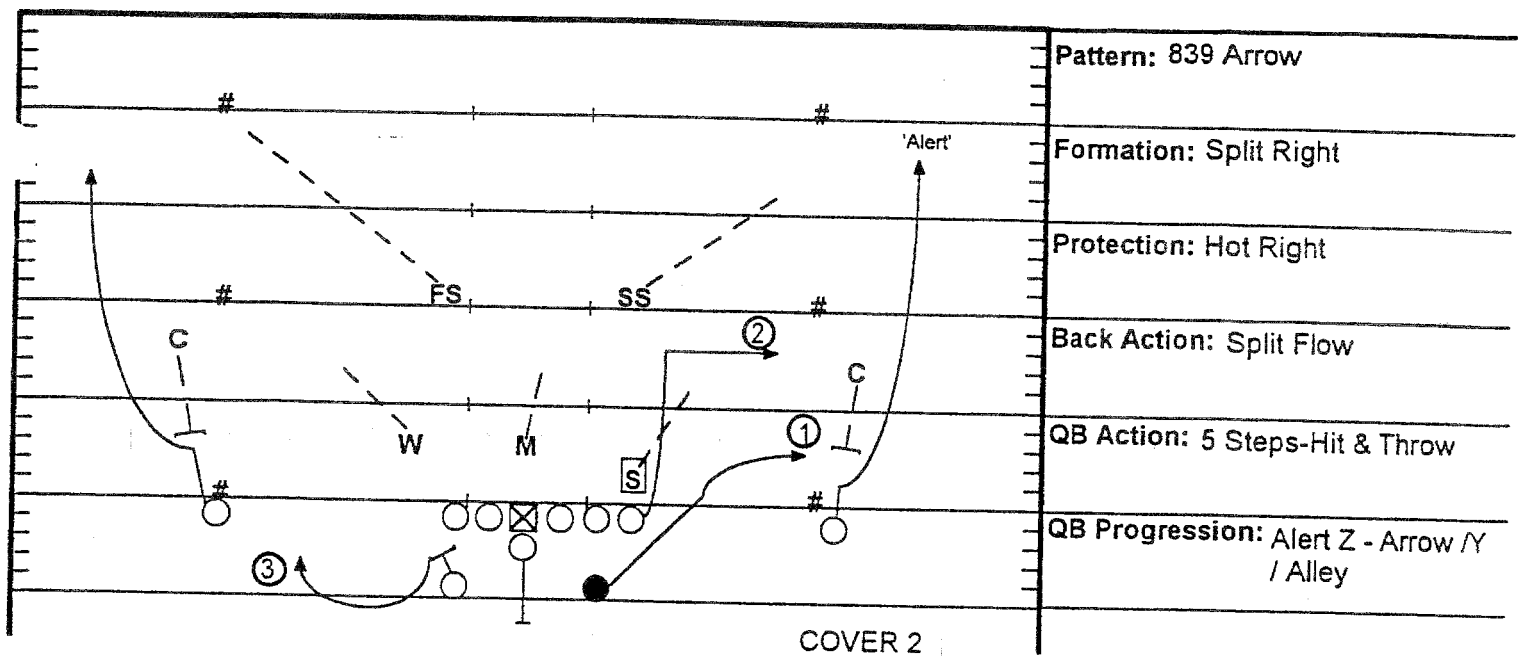
Quick 5 Steps - Hit and  
Throw

QB READ

- Alert X &amp; Z - Arrow / Y / Alley

NOTES:

C.P. - If aligned in 1 Position - Run free Flare.



Pattern: 839 Arrow

Formation: Split Right

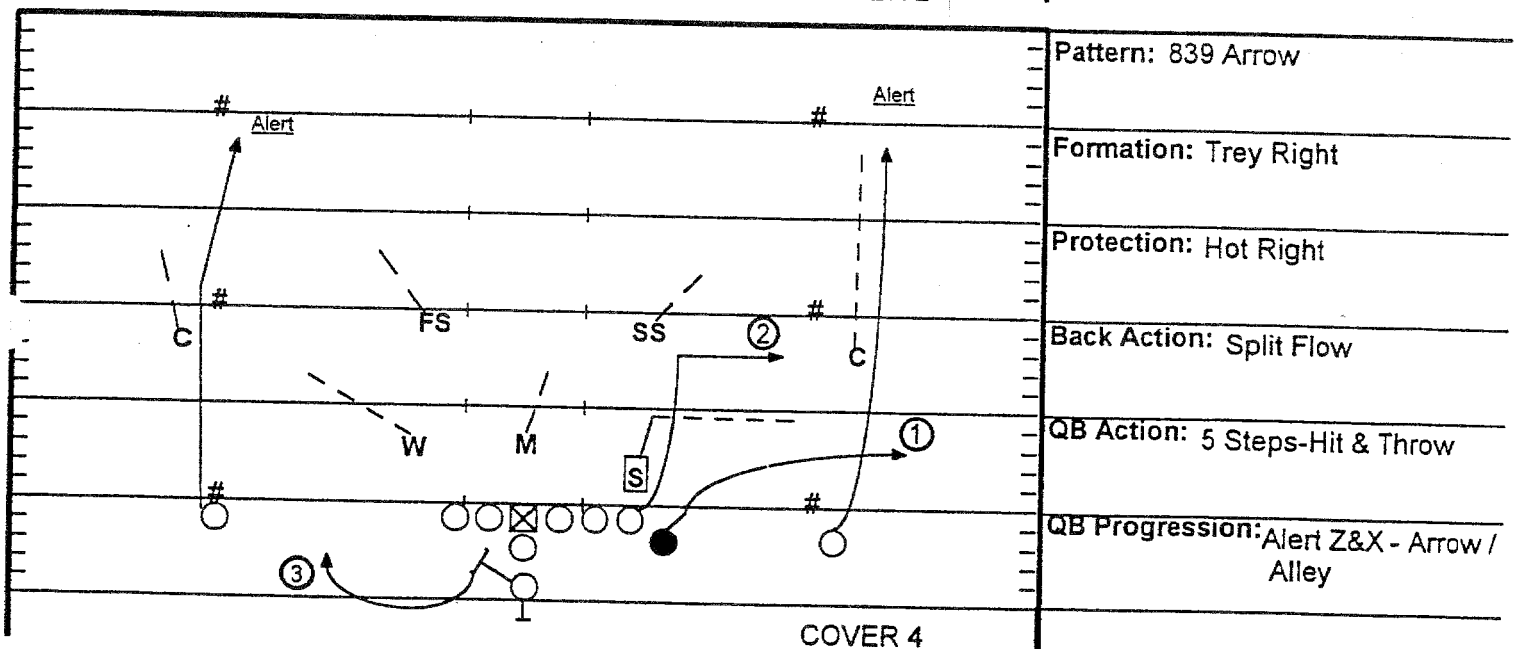
Protection: Hot Right

Back Action: Split Flow

QB Action: 5 Steps-Hit & Throw

QB Progression: Alert Z - Arrow / Alley

COVER 2



Pattern: 839 Arrow

Formation: Trey Right

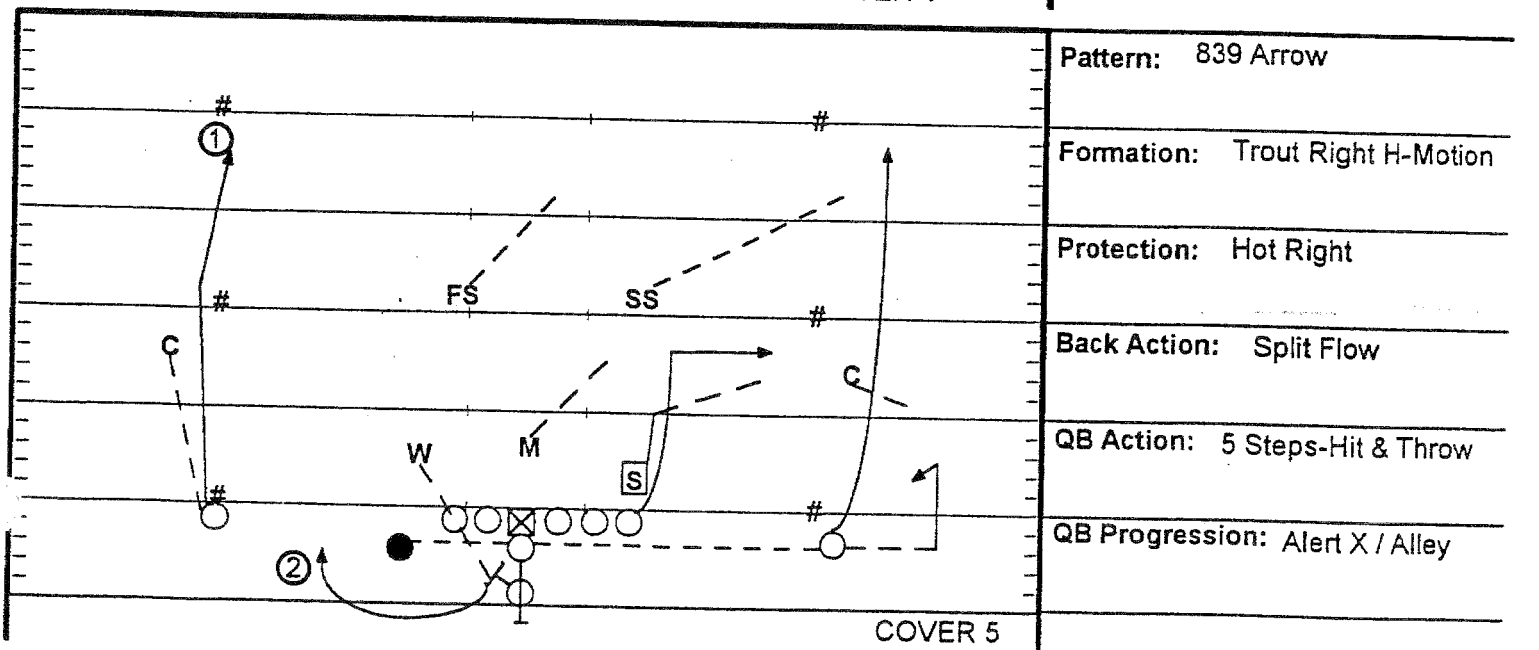
Protection: Hot Right

Back Action: Split Flow

QB Action: 5 Steps-Hit & Throw

QB Progression: Alert Z&X - Arrow / Alley

COVER 4



Pattern: 839 Arrow

Formation: Trout Right H-Motion

Protection: Hot Right

Back Action: Split Flow

QB Action: 5 Steps-Hit & Throw

QB Progression: Alert X / Alley

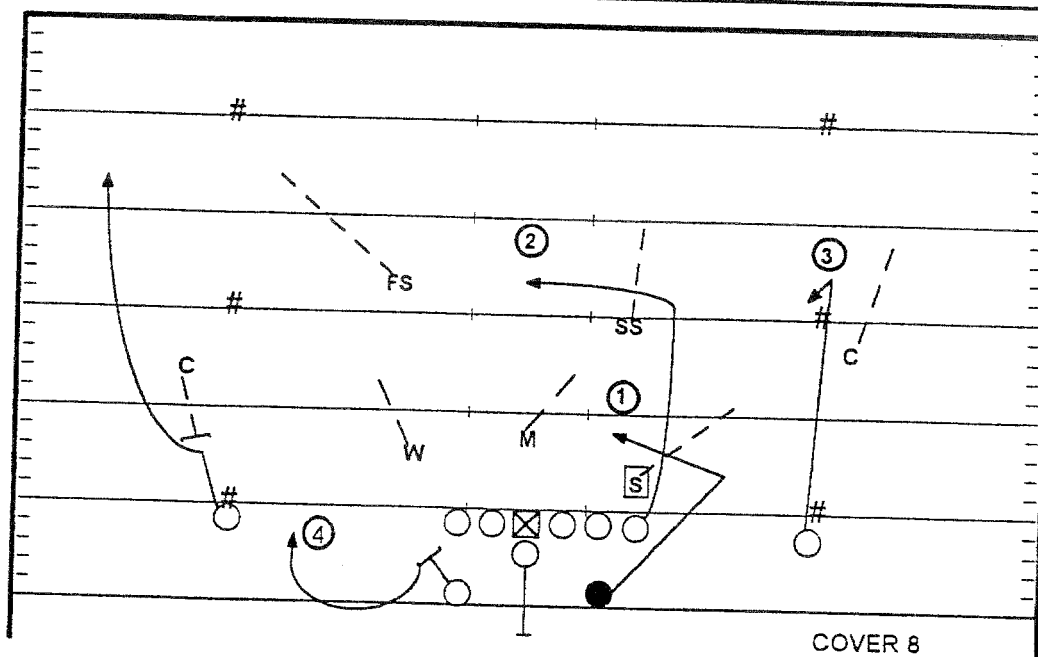
COVER 5

**PASS**

864 ANGLE

**FORMATION**

SPLIT, STRONG, NEAR



**PROTECTION**

HOT RIGHT

**BACKFIELD ACTION**

SPLIT FLOW

REC	ROUTE	SPLIT	RELEASE	DEPTH	ADJUSTMENT	SIGHT ADJUST
R	Free - Angle	N/A	O.S.	1-3 yds	None	Hot off Sam - Arrow
L	Check - Alley	N/A	Wide	LOS	None	None
Y	6	Normal	O.S.	10 yds roll to 12 yds	None	None
X	8	Inside edge of numbers	O.S.	7 steps	Fade vs. Rotation	#4
Z	4	Inside edge of numbers	O.S.	12 yds	None	None

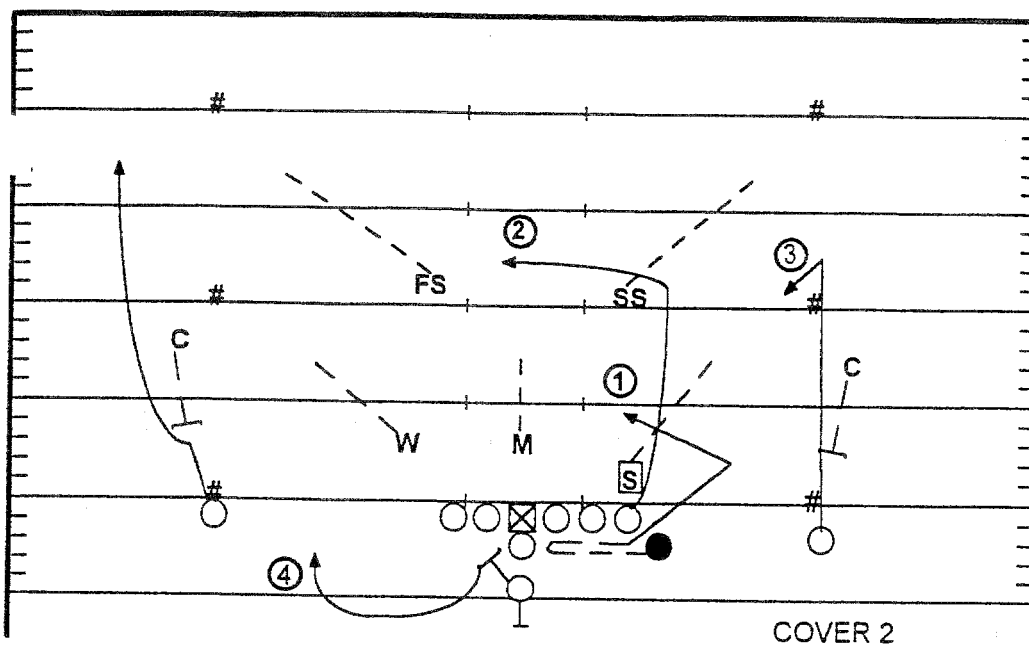
**QB ACTION**

5 Steps - Hitch

**QB READ**

Alert X - Angle / Y / Z / Alley

**VOTES:**



Pattern: 864 Angle

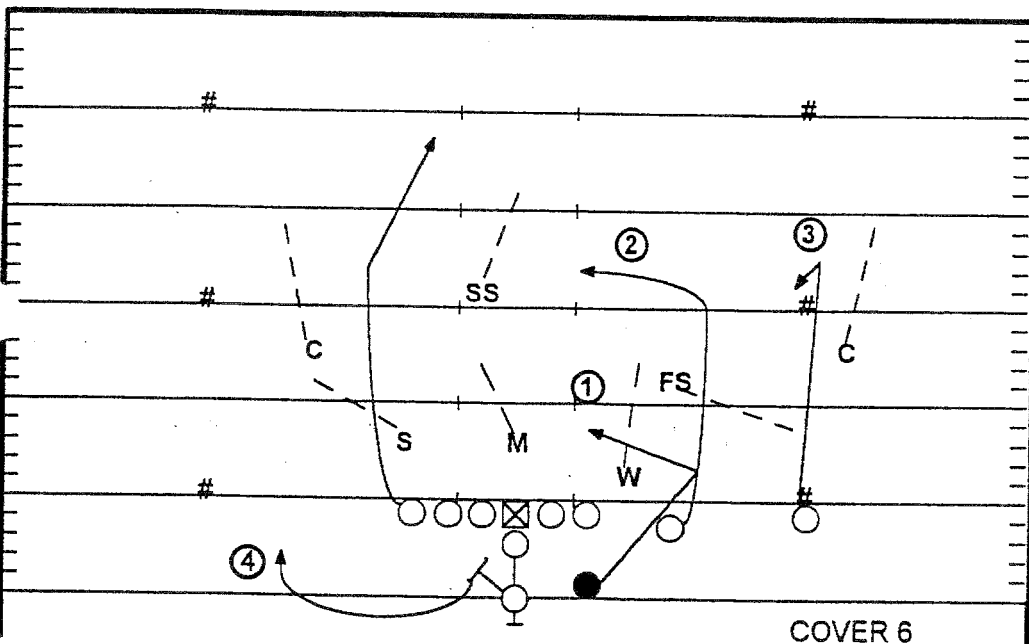
Formation: Trey Right H-Return

Protection:	Hot Right
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**Back Action:** Split Flow

QB Action: 5 Steps

QB Progression: Arrow / Y / Z  
/ Alley



Pattern: 864 Angle

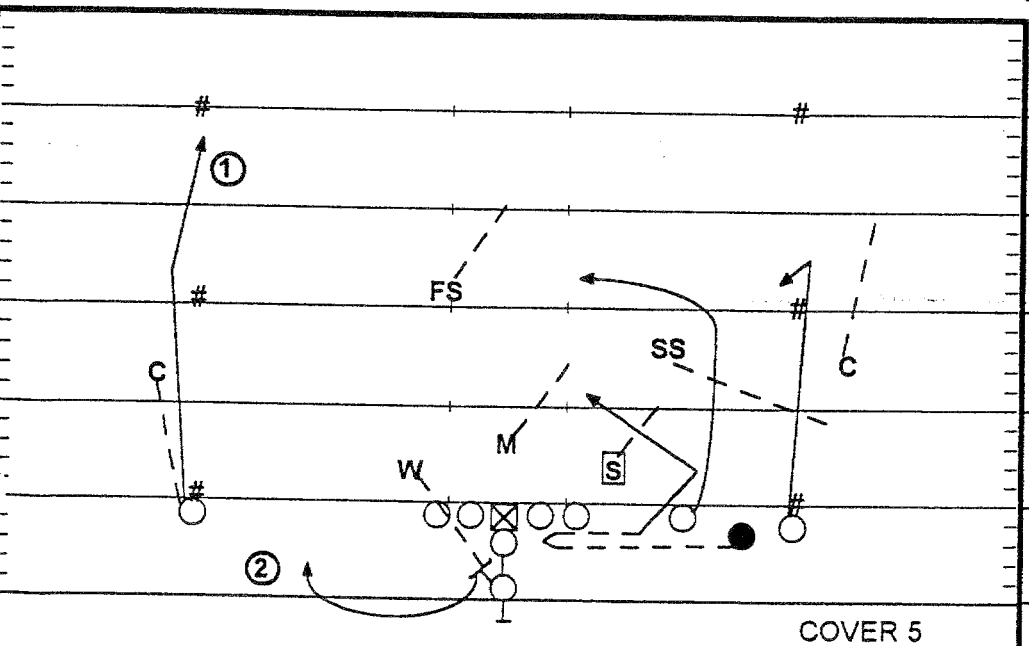
**Formation:** Weak Left Flip

Protection: Hot Right

**Back Action: Split Flow**

**QB Action:** 5 Steps

QB Progression: Angle / Z / X  
/ Alley



Pattern: 864 Angle

**Formation:** Black Right H-Return

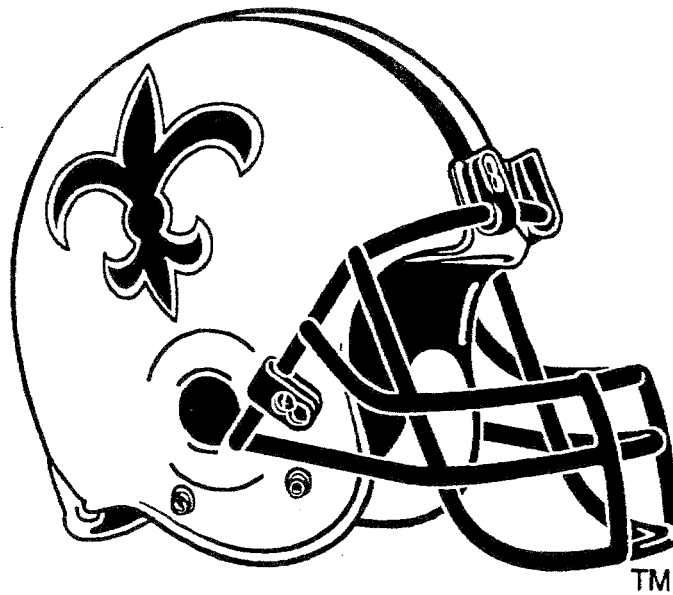
### Protection: Hot Right

### Back Action: Split Flow

**QB Action: 5 Steps**

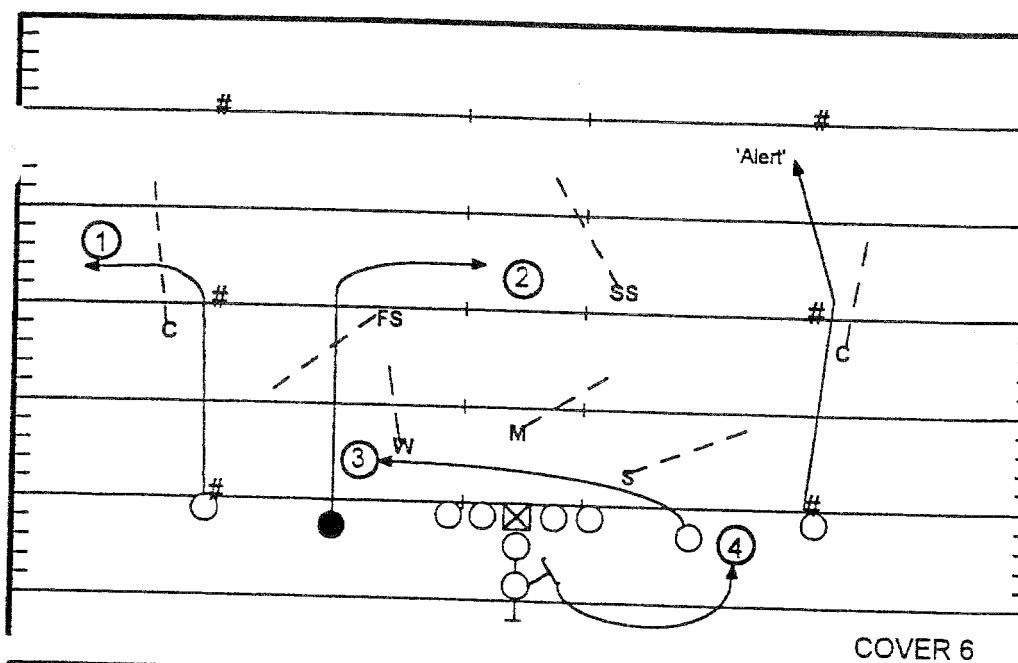
QB Progression: X / F / Alley

# SAINTS



## 5 STEP DROP





Pattern: Saints X-3

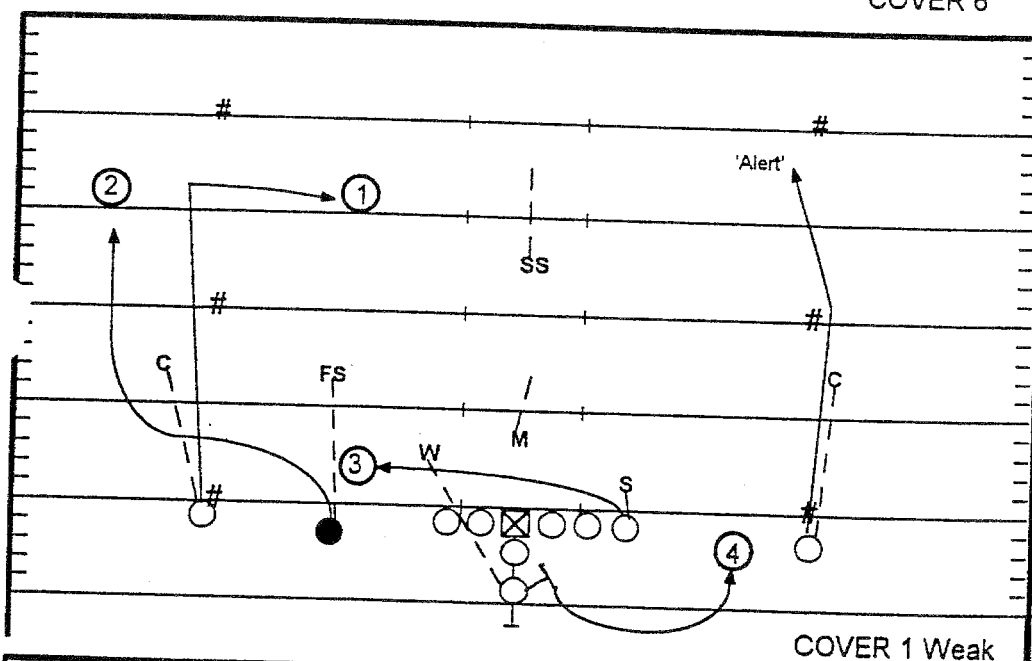
Formation: Gold Right

Protection: Hot Left

**Back Action: Split Flow**

QB Action: 5 steps - Variable

QB Progression: Alert Z -  
X / H / Y / Alley



Pattern: Saints X-6

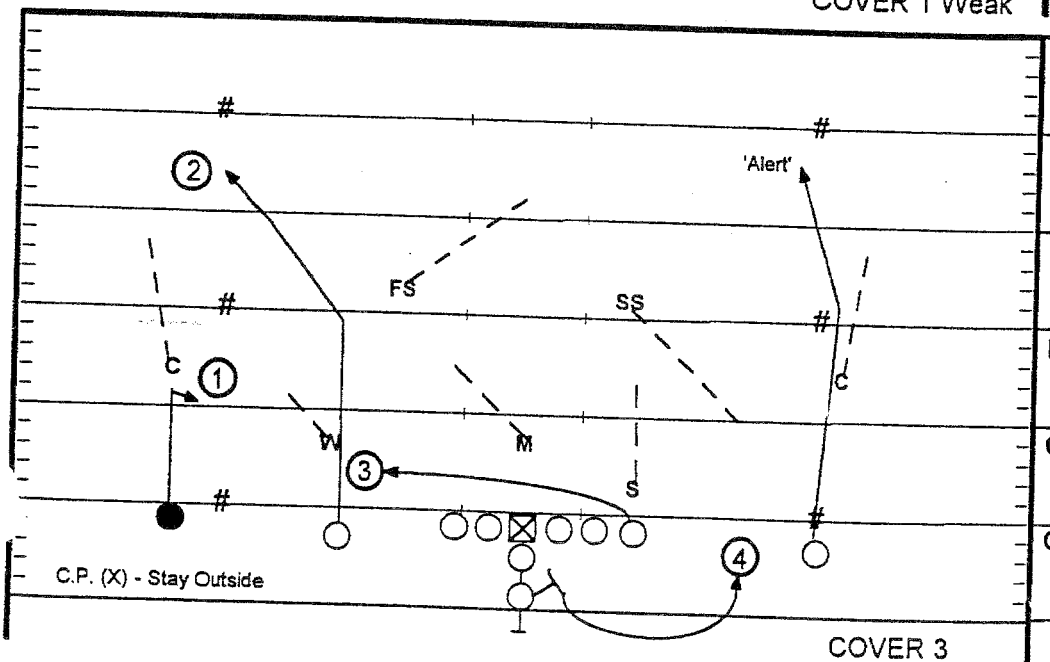
**Formation:** Dice Right

Protection: Hot Left

**Back Action: Split Flow**

QB Action: 5 steps - Variable

QB Progression: Alert Z -  
X / H / Y / Alley



**Pattern: Saints X-Smash**

**Formation:** Dice Right

Protection: Hot Left

**Back Action: Split Flow**

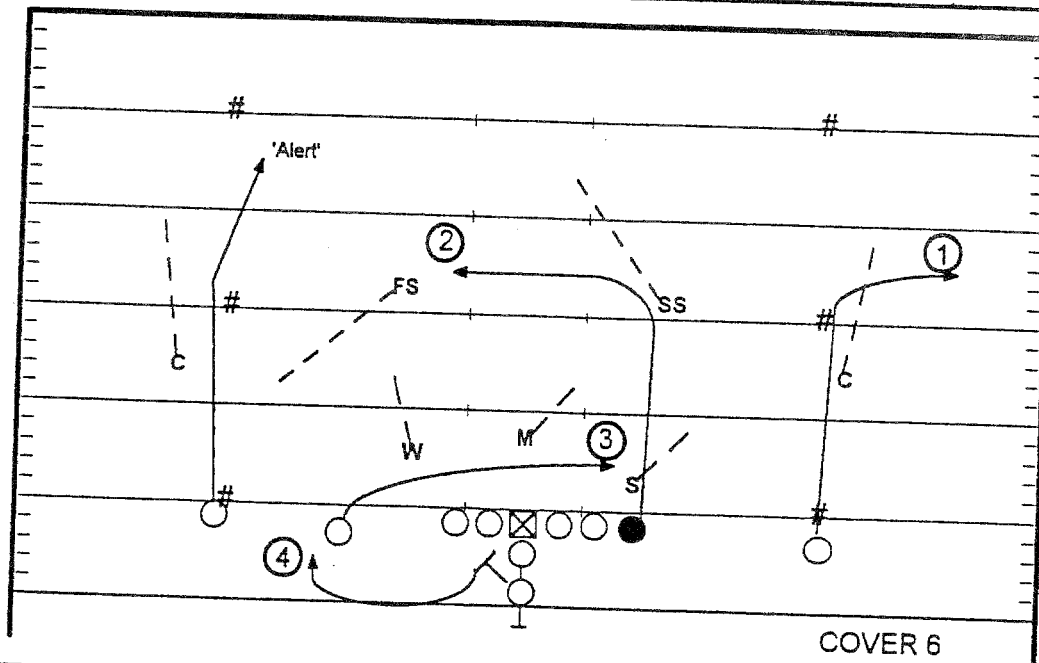
**QB Action:** 5 steps - Hitch & Throw

QB Progression: Alert Z -  
X/H/Y/Alley



**PASS** SAINTS (Z-3)

**FORMATION** DICE, DEUCE, GOLD, WEAK



**PROTECTION** HOT RIGHT

**BACKFIELD ACTION** WEAK FLOW

REC	ROUTE	SPLIT	RELEASE	DEPTH	ADJUSTMENT	SIGHT ADJUST
R/H	Free - Cross	Slot	O.S.	Max 3 yds	None	None
L/F	Check - Alley	N/A	Wide	LOS	Protection - Weak Flow	None
Y	6	Normal	O.S.	10 roll to 12 yd	None	Hot - Sam
X	8	Inside Edge of numbers	O.S.	7 steps	Fade vs. Rotation Run it vs. Press	#4
Z	3	Numbers	O.S.	6 steps	Fade vs. Rotation Run it vs. Press	None

**QB ACTION** 5 steps - Variable

**QB READ**

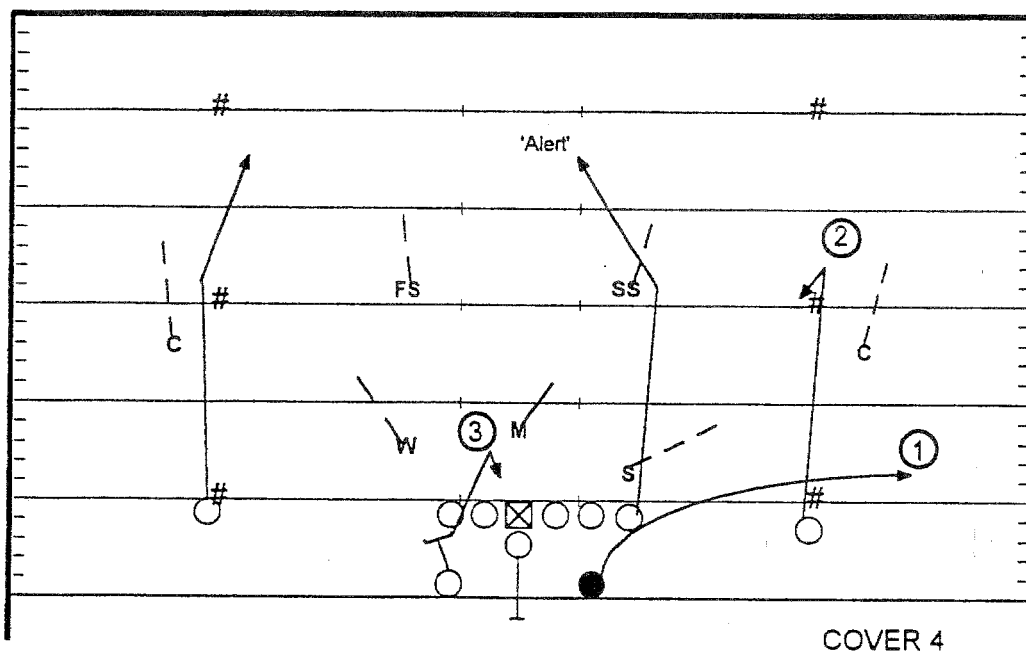
Alert X - Z / Y / H / Alley

**NOTES:** Z (4, 5, 7, 8, 9) Z-Smash, 6

Back/H - C.P. - 'Z-4' - Throttle.



**FORMATION** SPLIT, TREY, TRIPS, STRONG, GOLD



**PROTECTION** HOT RIGHT / BASE / TURN

**BACKFIELD ACTION**      **SPLIT FLOW**

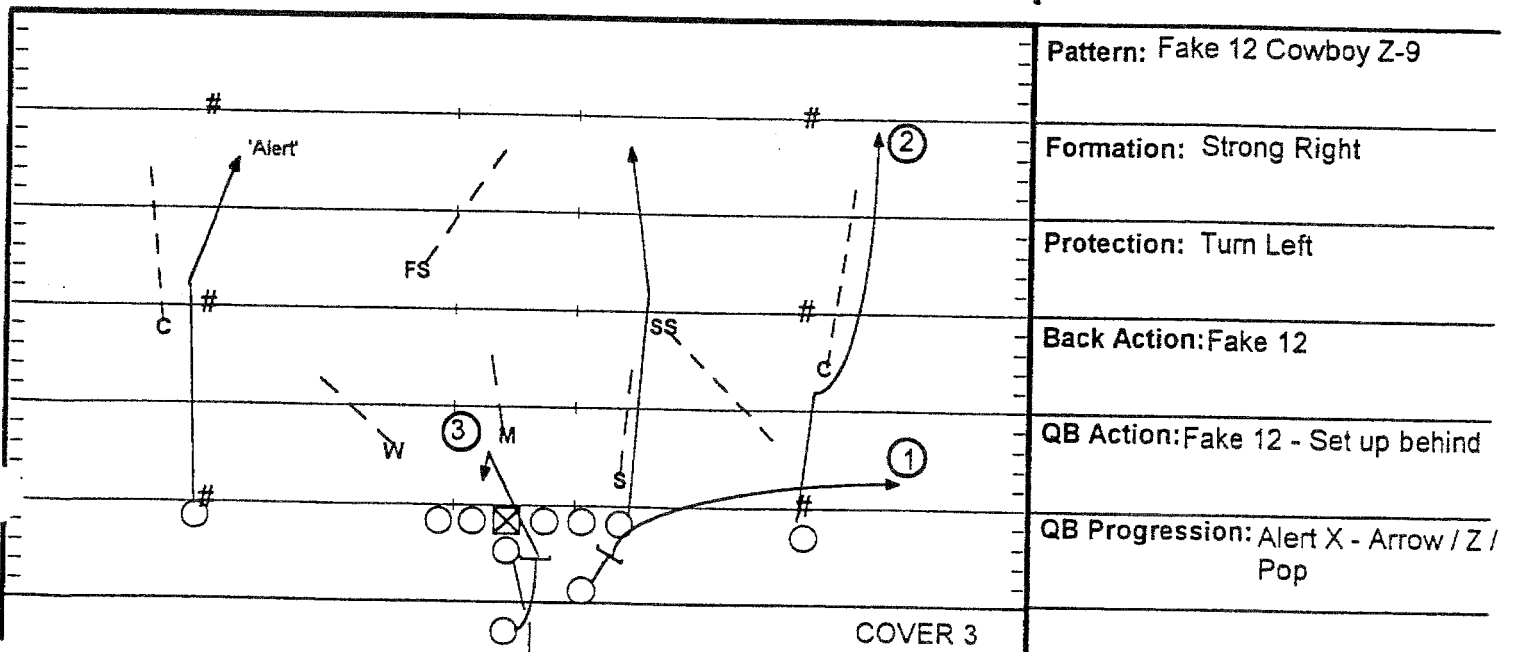
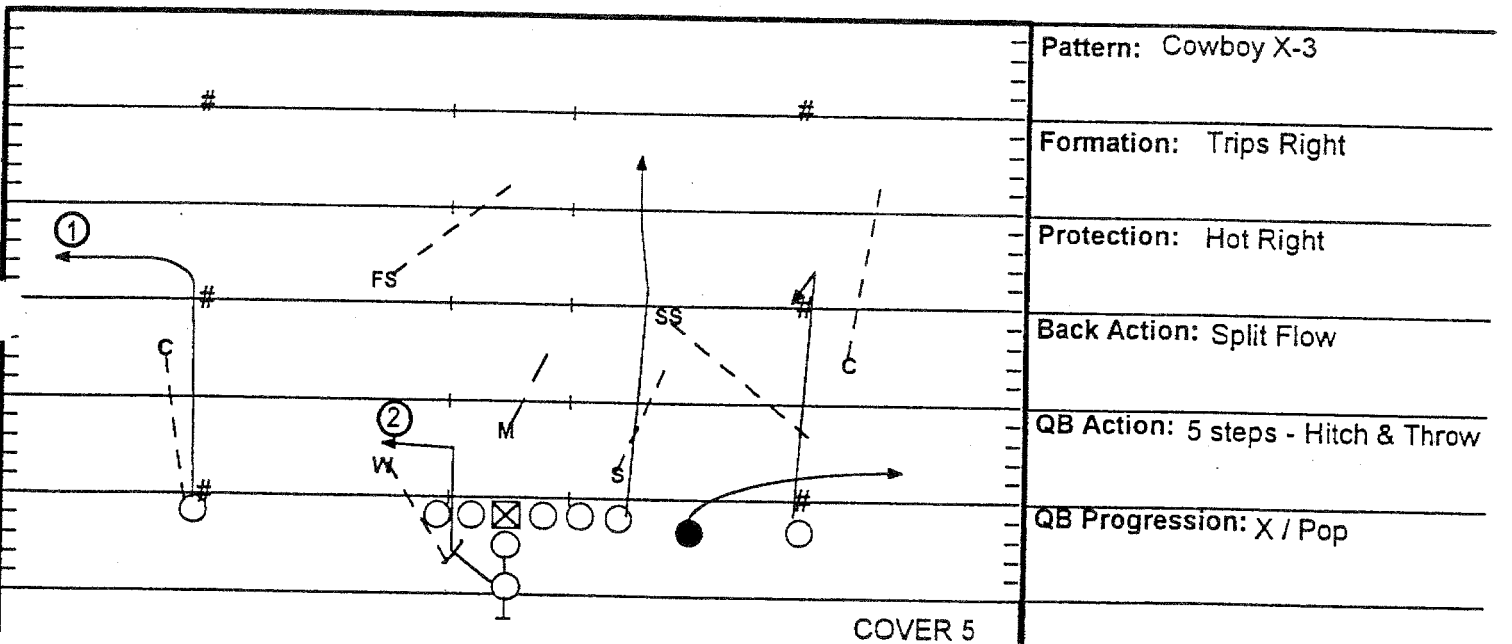
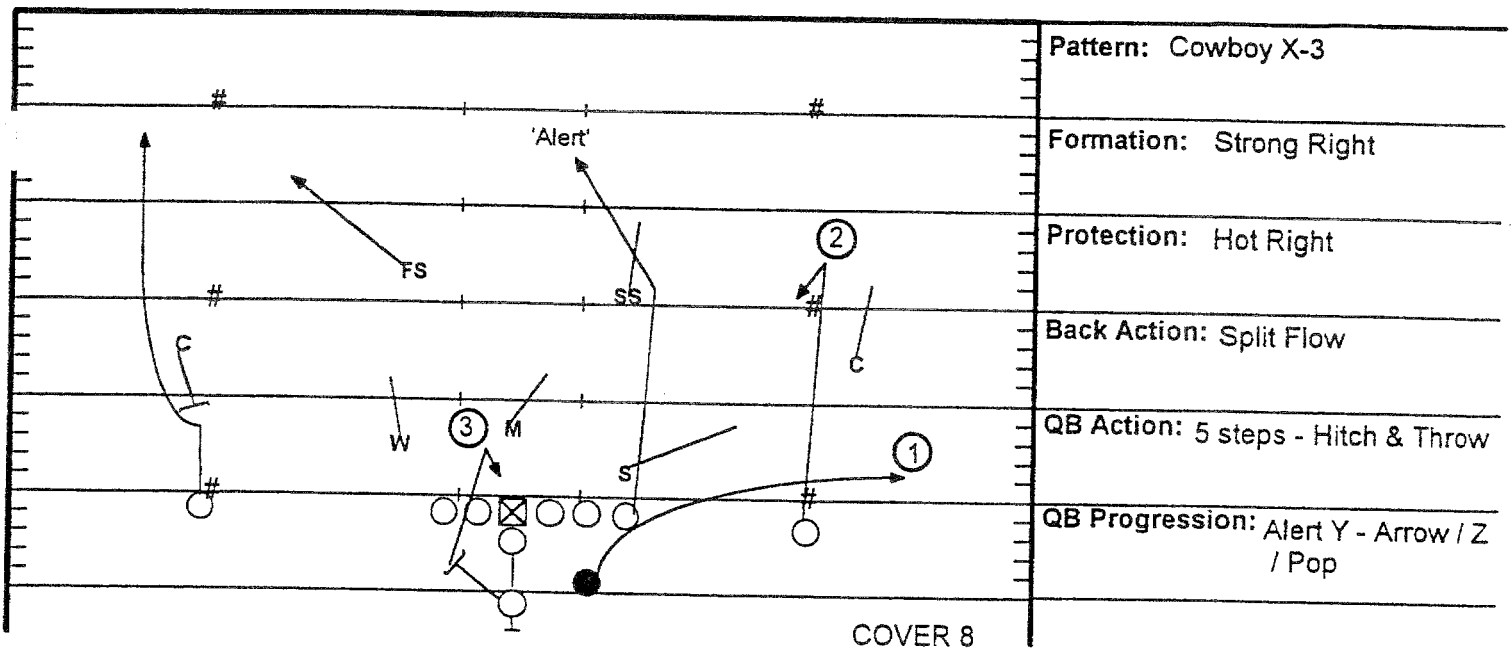
REC	ROUTE	SPLIT	RELEASE	DEPTH	ADJUSTMENT	SIGHT ADJUST
R	Free - Arrow	N/A	O.S.	2 yds	None	Hot - Sam
L	Check - Pop	N/A	I.S.	2 yds	Drift with QB Run away vs Man	None
Y	9	Normal	O.S.	18-22 yds	MOFO	None
X	8	Inside Edge of numbers	O.S.	7 steps	Fade vs. Rotation Run it vs. Press	#4
Z	4	Inside Edge of numbers	O.S.	12 yds	None	None

**QB ACTION** 5 steps - Hitch & Throw

**QB READ**

Alert X - Arrow / Z / Pop

**NOTES:** R - C.P. - If aligned in 1 Position - Free Flare.

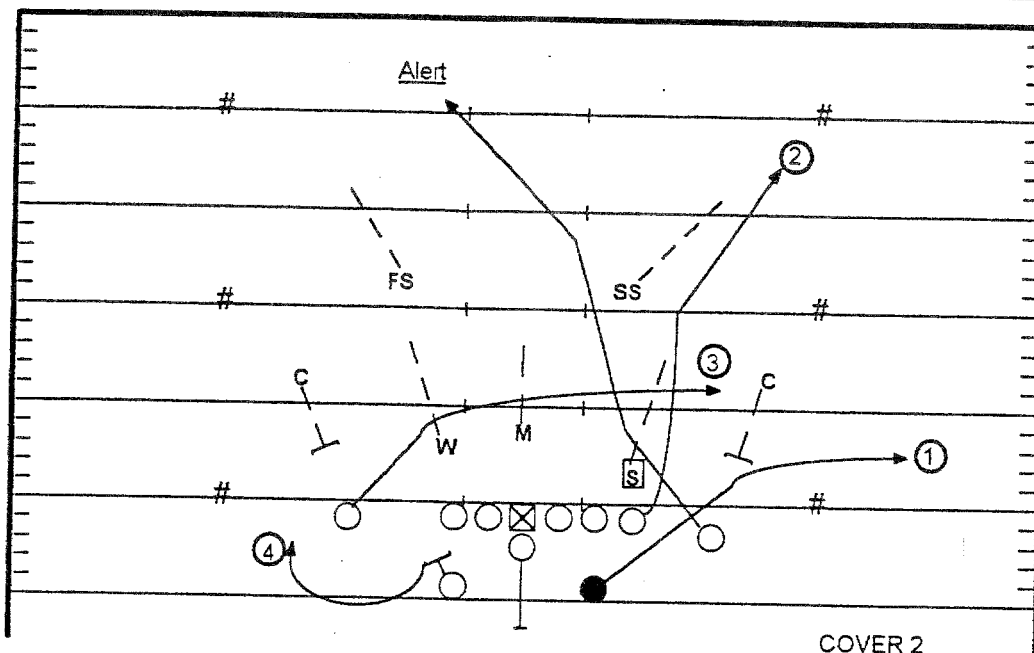


PASS

07 Z-CROSS

FORMATION

SPLIT, BLACK, BUNCH, TRIPS



PROTECTION

HOT RIGHT

BACKFIELD ACTION

SPLIT FLOW

REC	ROUTE	SPLIT	RELEASE	DEPTH	ADJUSTMENT	SIGHT ADJUST
R	Arrow	N/A	O.S.	2 yds	None	Hot - Sam - Built in
L	Check - Alley	N/A	Wide	LOS	None	None
Y	7	Normal	O.S.	10-12 yds	Shake vs. Deep Outside coverage	None
X	Drag	Nasty	I.S.	5-6 yds	Run away vs. Man Sit vs. Zone	#4
Z	Deep Cross	Force	F.I.S.	Deep	None	None

QB ACTION

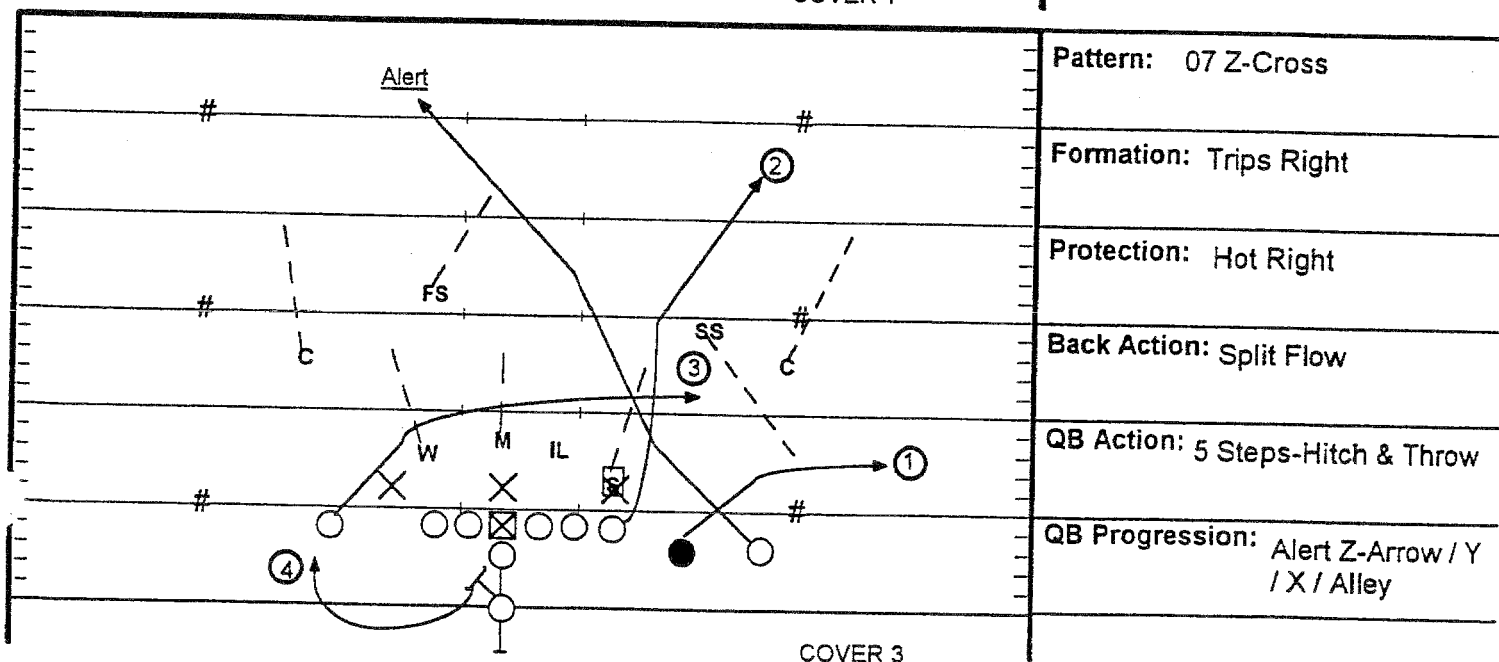
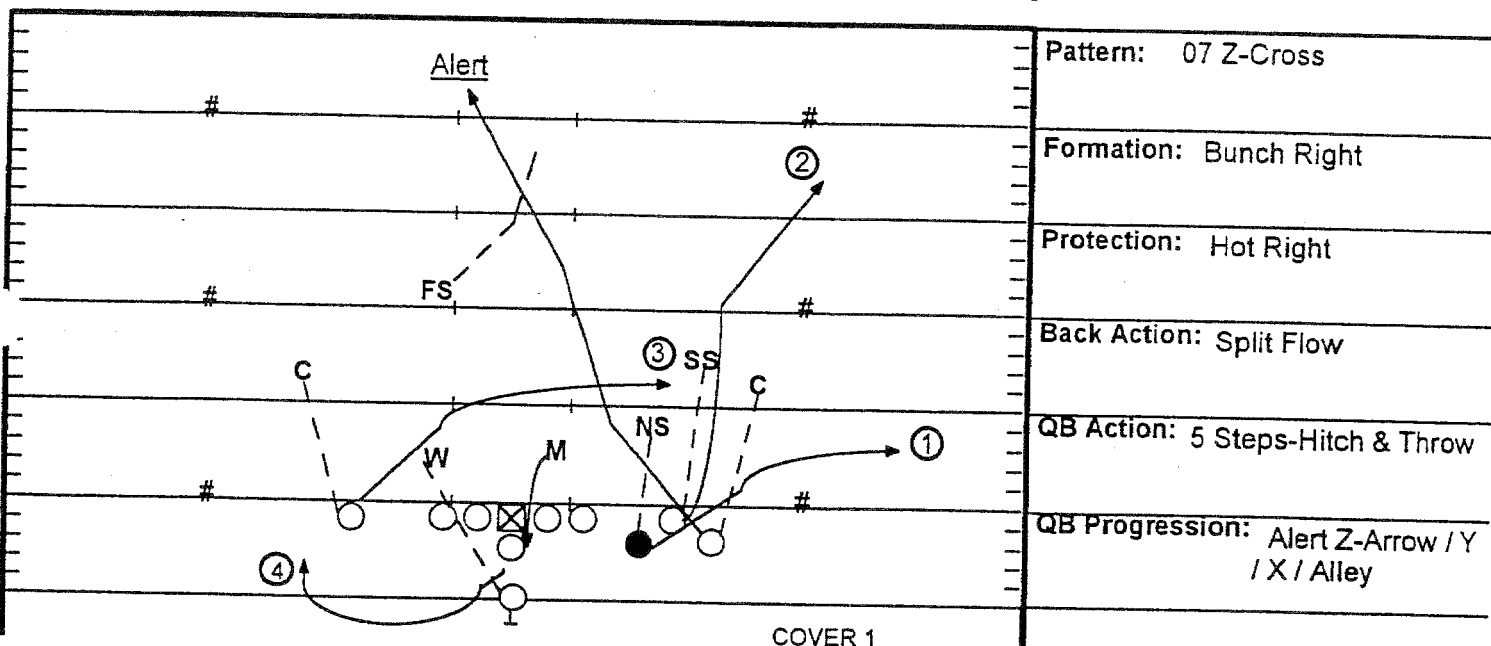
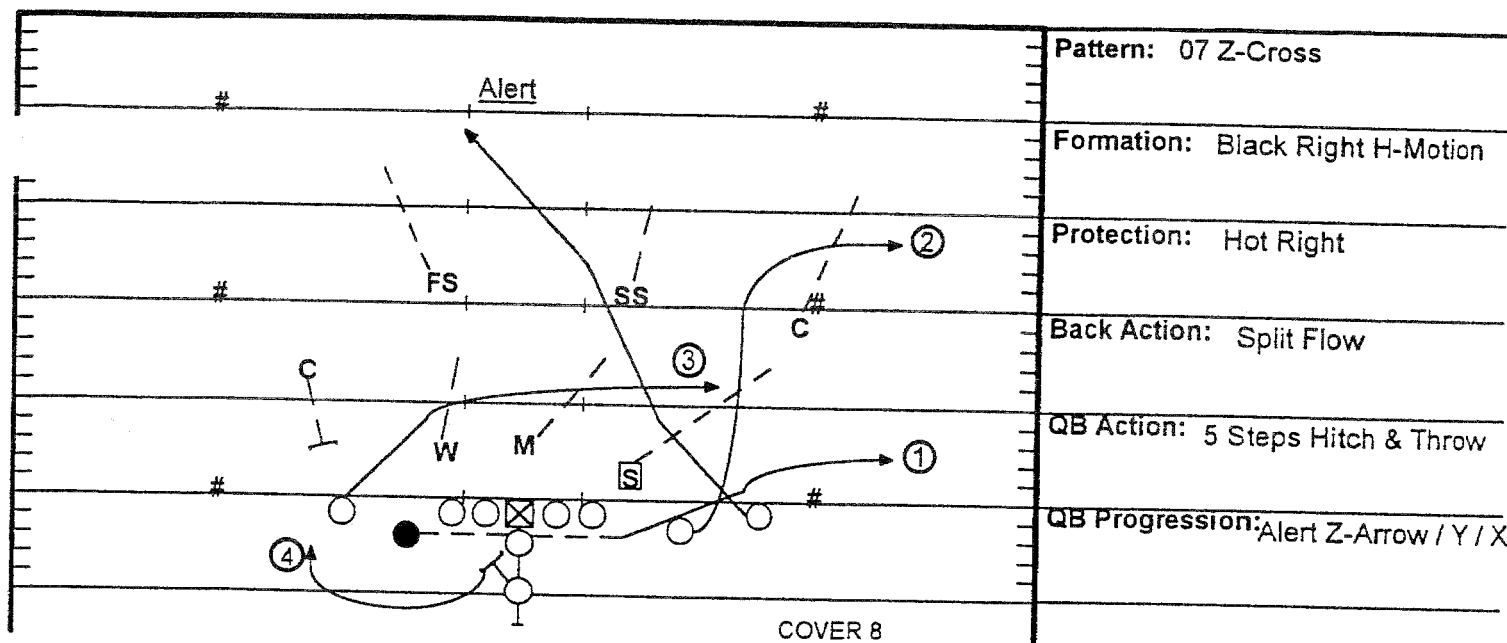
5 Steps - Hitch &amp; Throw

QB READ

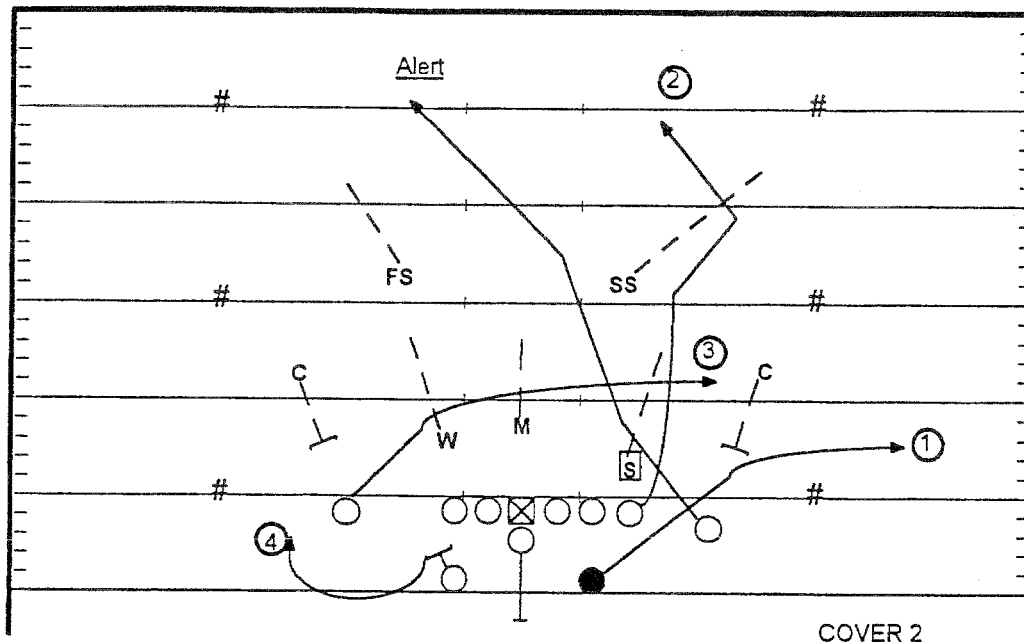
Alert Z - Arrow / Y / X / Alley

NOTES:

R - C.P. - If aligned in 1 position - Free Flare.



SPLIT, BLACK, BUNCH, TRIPS



HOT RIGHT

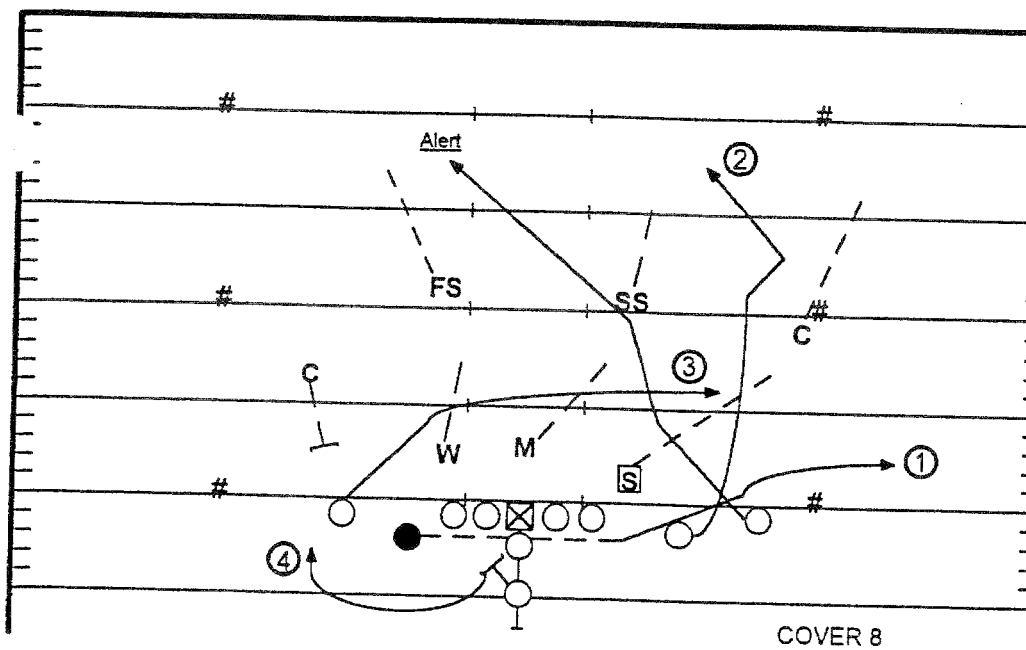
SPLIT FLOW

<i>REC</i>	<i>ROUTE</i>	<i>SPLIT</i>	<i>RELEASE</i>	<i>DEPTH</i>	<i>ADJUSTMENT</i>	<i>SIGHT ADJUST</i>
<i>R</i>	Arrow	N/A	O.S.	2 yds	None	Hot - Sam - Built in
<i>L</i>	Check - Alley	N/A	Wide	LOS	None	None
<i>Y</i>	8	Normal	O.S.	12 yds	None	None
<i>X</i>	Drag	Nasty	I.S.	5-6 yds	Run away vs. Man Sit vs. Zone	#4
<i>Z</i>	Deep Cross	Force	F.I.S.	Deep	None	None

## 5 Steps - Hitch & Throw

Alert Z - Arrow / Y / X / Alley

R - C.P. - If aligned in 1 position - Free Flare.



Pattern: 08 Z-Cross

Formation: Black Right H-Motion

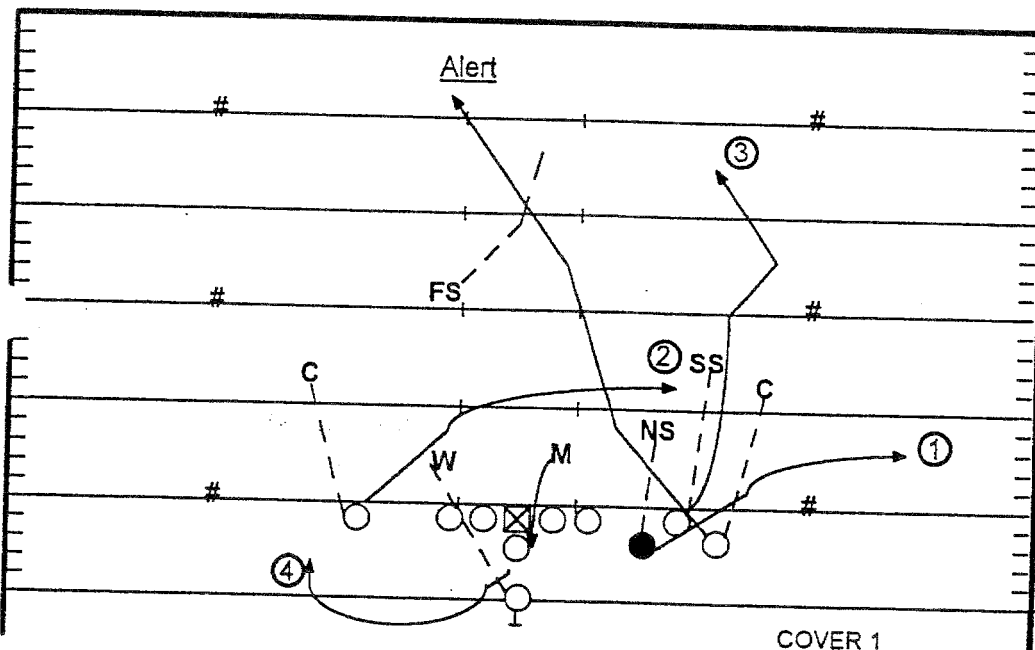
Protection: Hot Right

Back Action: Split Flow

QB Action: 5 Steps Hitch & Throw

QB Progression: Alert Z-Arrow / Y  
/ X / Alley

COVER 8



Pattern: 08 Z-Cross

**Formation:** Bunch Right

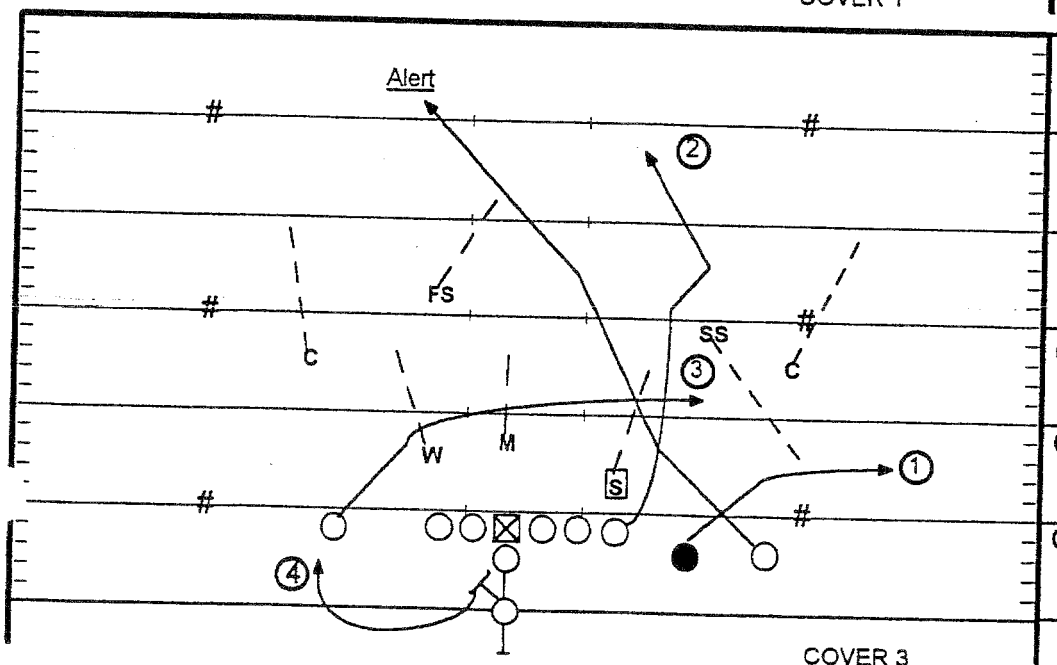
Protection: Hot Right

Back Action: Split Flow

**QB Action:** 5 Steps-Hitch & Throw

QB Progression: Alert Z-Arrow / Y / X / Alley

COVER 1



Pattern: 08 Z-Cross

**Formation:** Trips Right

Protection: Hot Right

**Back Action:** Split Flow

**QB Action:** 5 Steps-Hitch & Throw

QB Progression: Alert Z-Arrow / Y / X / Alley

COVER 3

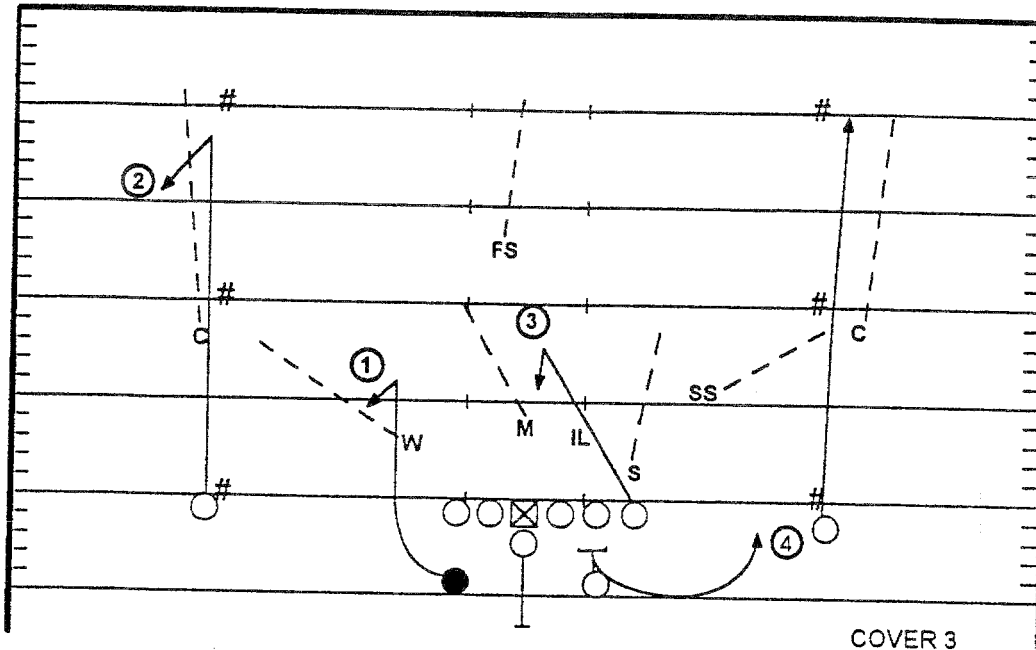


**PASS**

R/L/H-OPTION

**FORMATION**

SPLIT, DICE, GOLD, DEUCE



**PROTECTION**

HOT LEFT (SLIDE LEFT)

**BACKFIELD ACTION**

SPLIT FLOW

REC	ROUTE	SPLIT	RELEASE	DEPTH	ADJUSTMENT	SIGHT ADJUST
R	Check - Alley	Normal	Wide	LOS	N/A	N/A
L	Free - Option	Normal	O.S.	6 yds	Hook vs. Zone Run away vs. Man	Will - Hot Arrow
Y	Read	Normal	O.S.	8 yds	MOFO	N/A
X	5	Outside edge of numbers	F.O.S.	18 to 15 yds	Fade vs. Rotation	None
Z	9	Outside edge of numbers	O.S.	Deep	None	#4

**QB ACTION**

Quick 7 step drop. If Receiver in slot - 5 Step drop.

**QB READ**

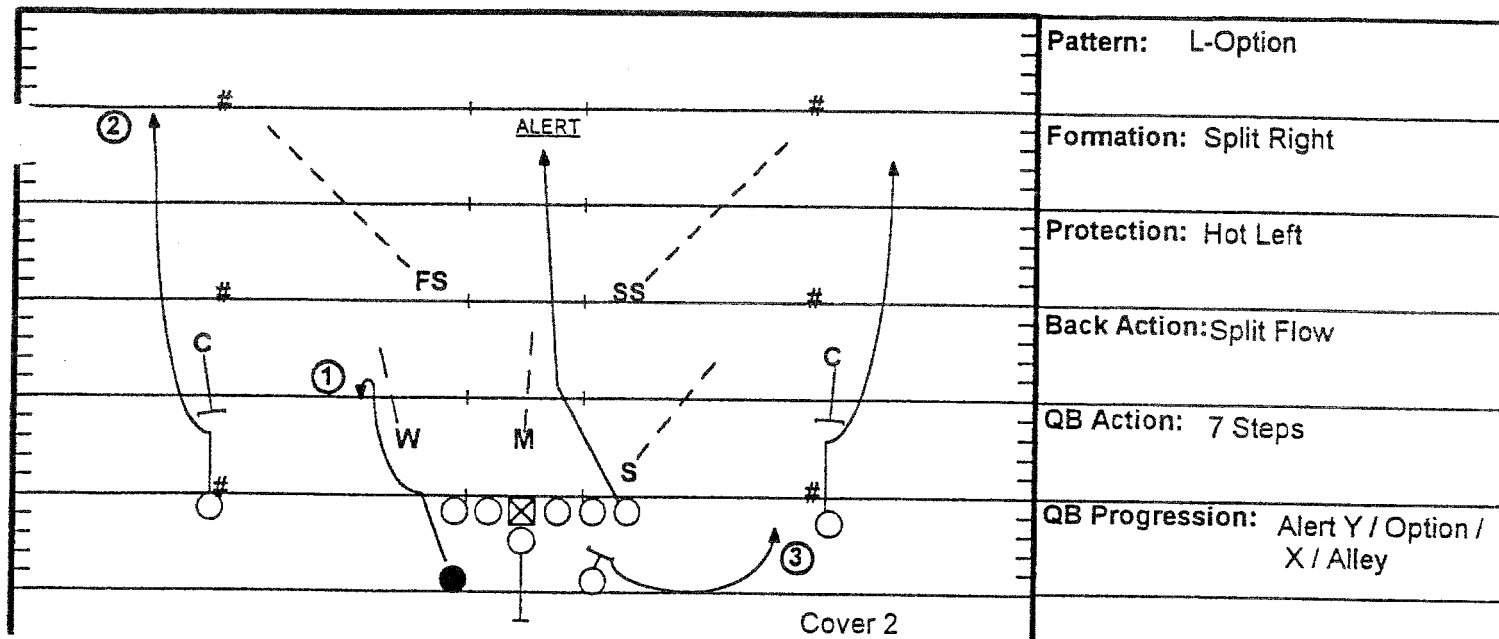
Option / X / Y / Alley

**NOTES:**

+10 - Cut X's split and run 0.

Run Option to wide side of the field.

Possible Slide Protection.



Pattern: L-Option

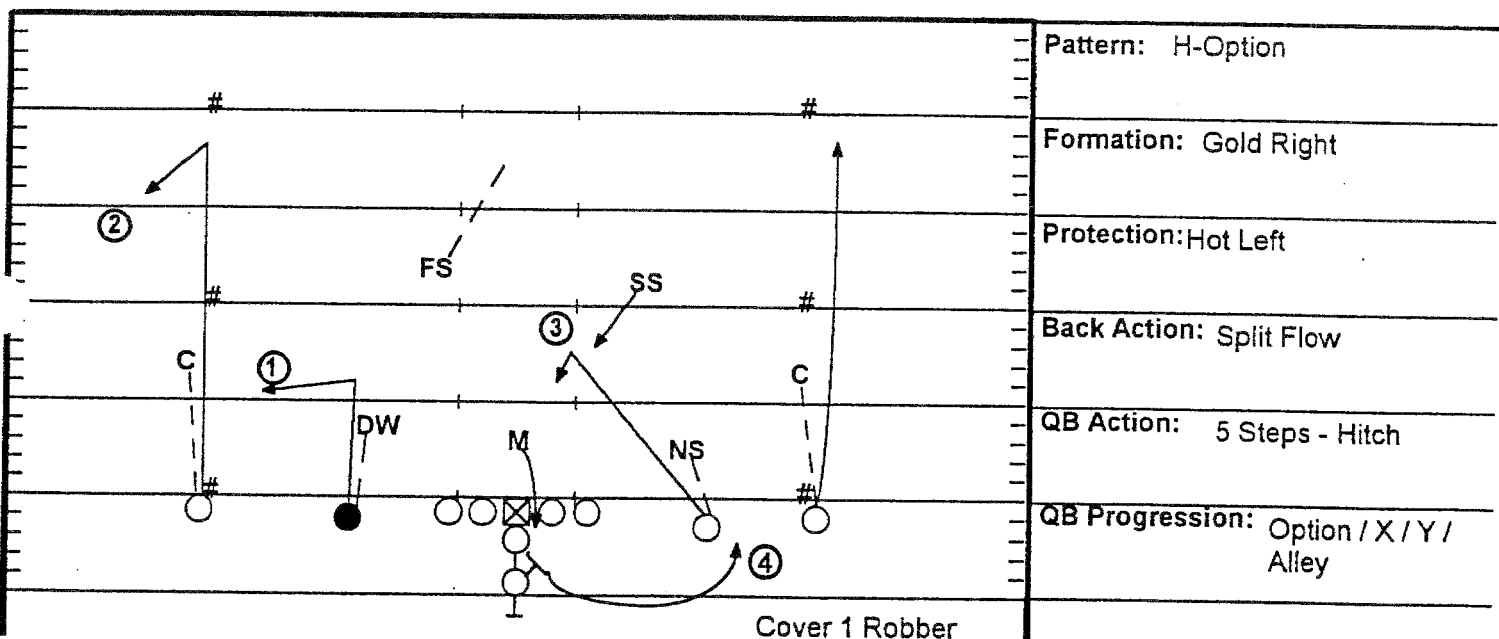
Formation: Split Right

Protection: Hot Left

Back Action: Split Flow

QB Action: 7 Steps

QB Progression: Alert Y / Option / X / Alley



Pattern: H-Option

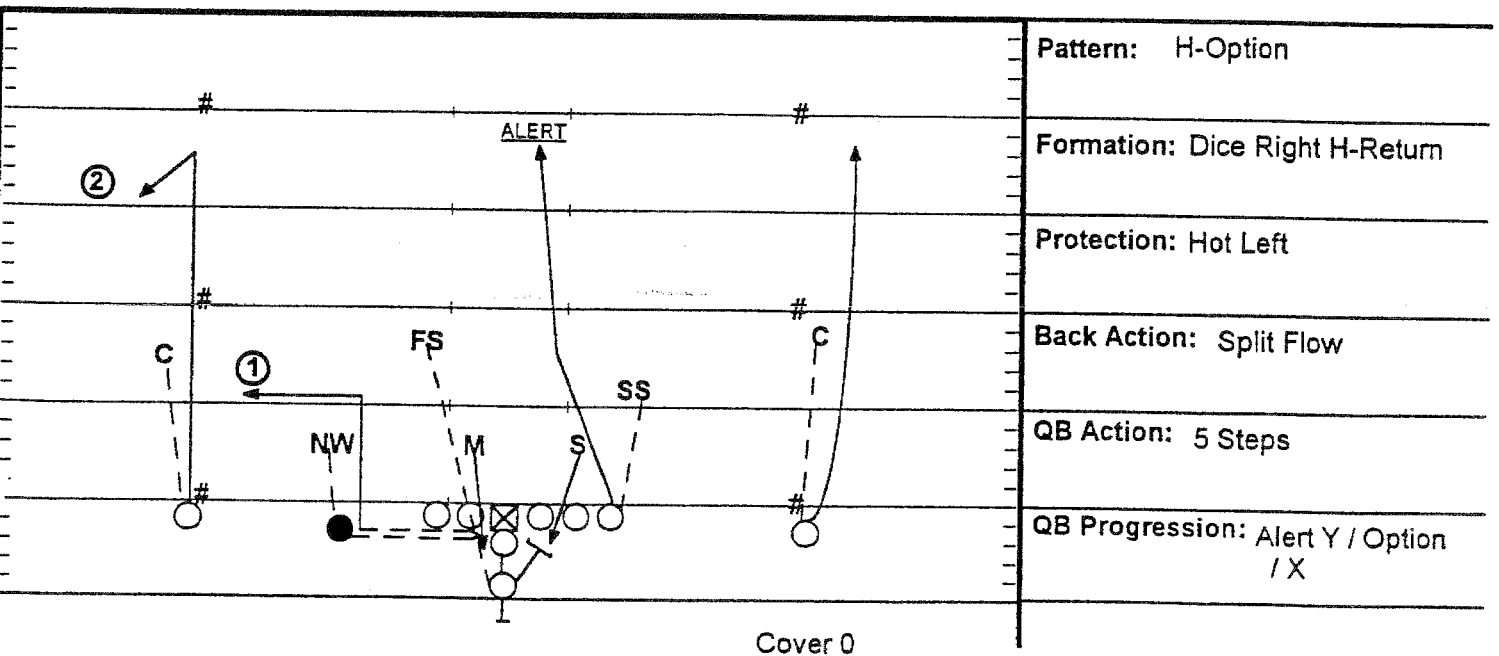
Formation: Gold Right

Protection: Hot Left

Back Action: Split Flow

QB Action: 5 Steps - Hitch

QB Progression: Option / X / Y / Alley



Pattern: H-Option

Formation: Dice Right H-Return

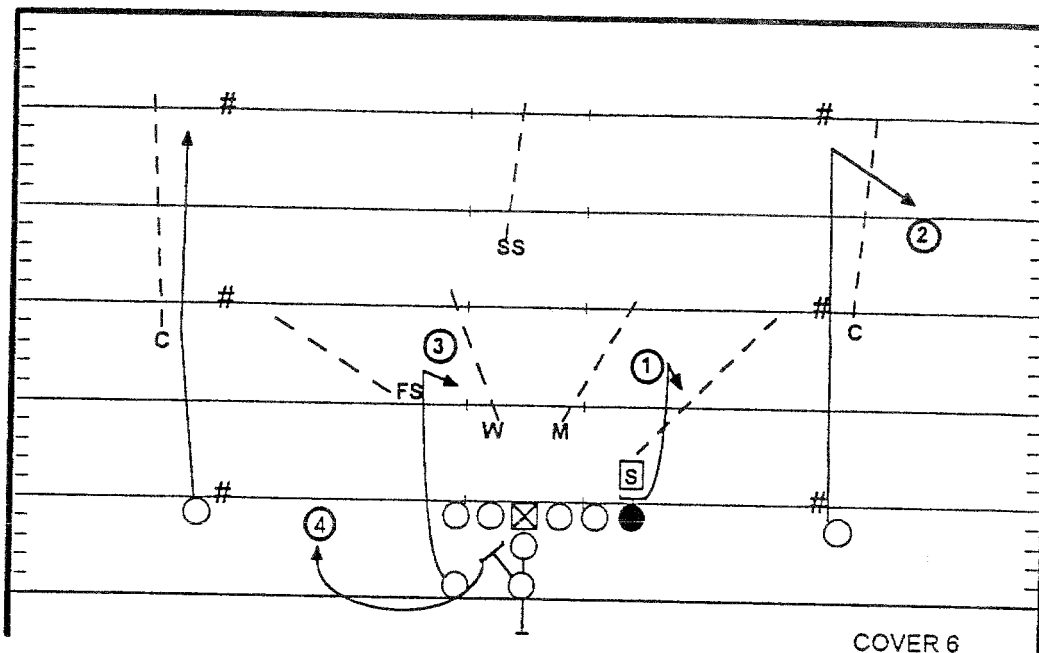
Protection: Hot Left

Back Action: Split Flow

QB Action: 5 Steps

QB Progression: Alert Y / Option / X

FAR, WEAK, DICE, GOLD



**PROTECTION**      HOT RIGHT

**BACKFIELD ACTION** WEAK FLOW

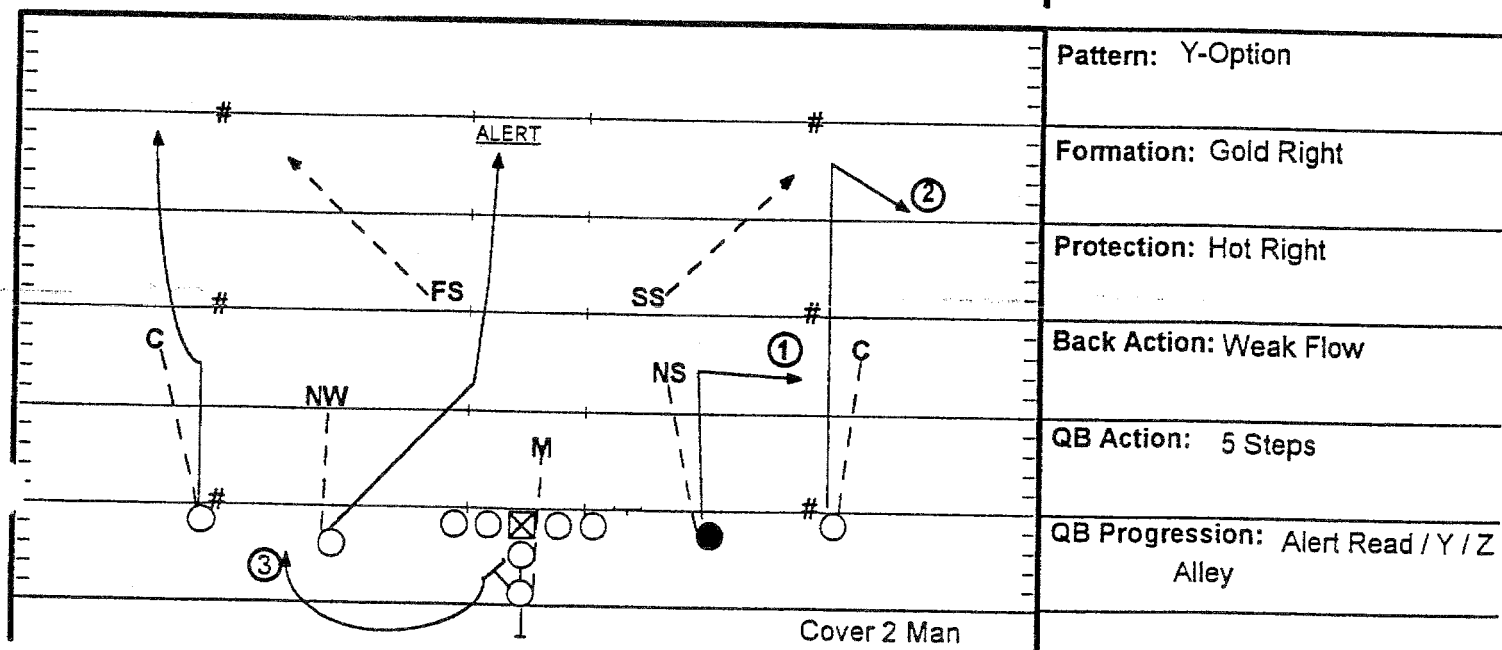
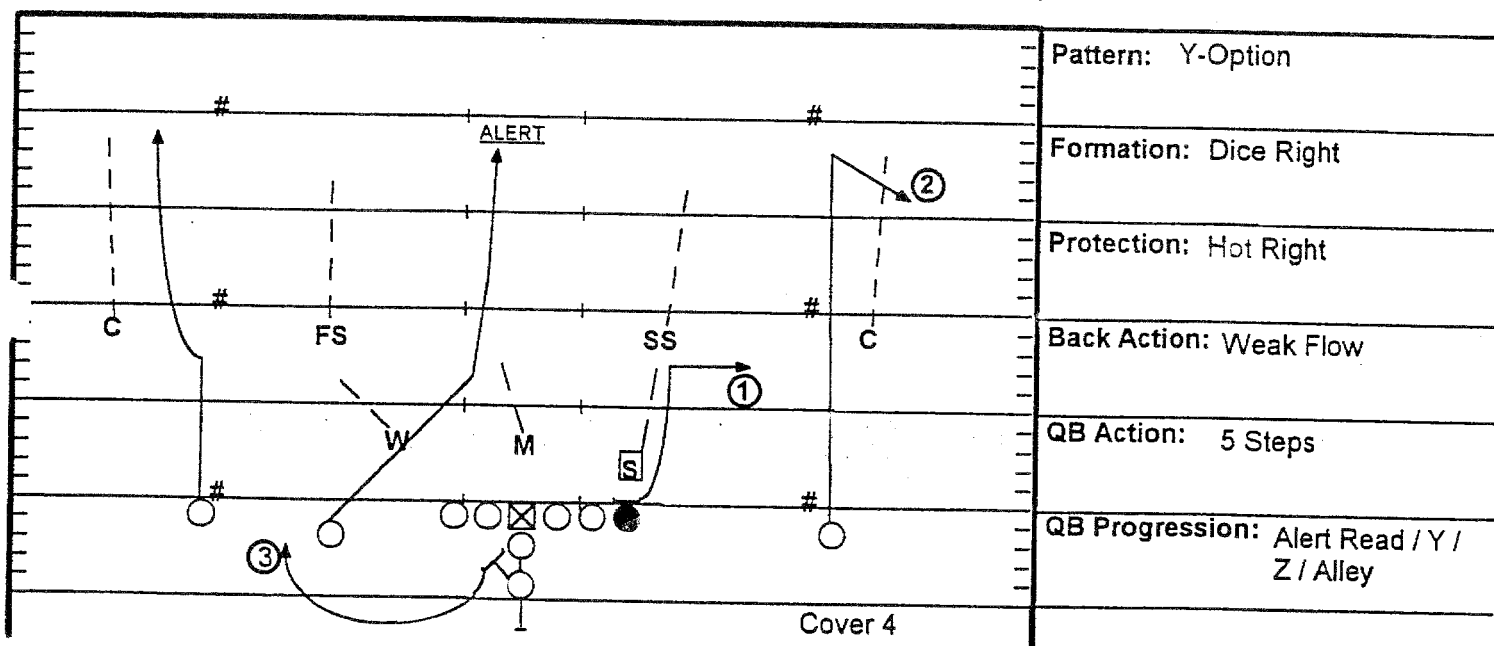
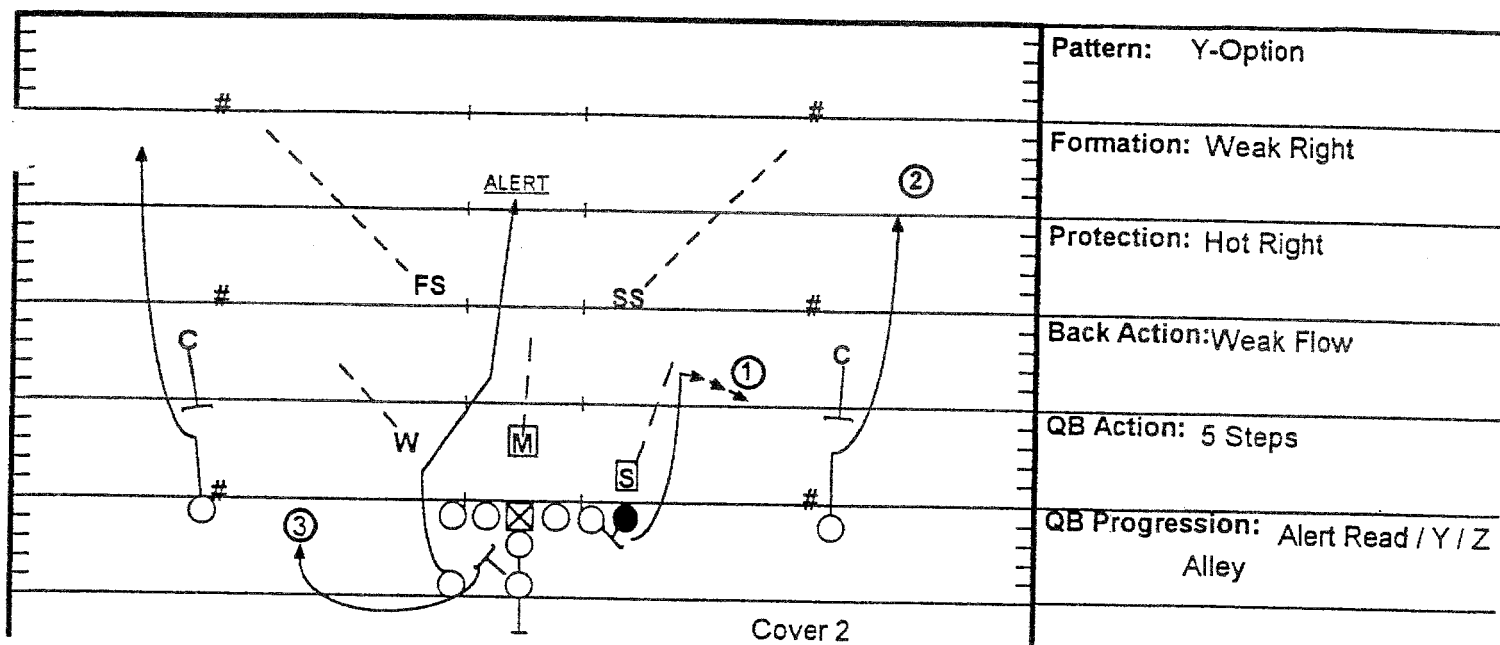
REC	ROUTE	SPLIT	RELEASE	DEPTH	ADJUSTMENT	SIGHT ADJUST
L	Check - Alley	Normal	Wide	LOS	Protection - Weak Flow	N/A
R	Read	Normal	O.S.	6 yds	MOFO	N/A
Y	Option	Normal	O.S.	6-7 yds	Hook vs. Zone Run away vs. Man	Sam Hot
X	9	Outside edge of numbers	O.S.	Deep	None	#4
Z	5	Outside edge of numbers	F.O.S.	18 to 15 yds	Fade vs Rotation	N/A

**QB ACTION** 5 Step drop.

**QB READ**                      Y / Z / Read / Alley

**NOTES:** Exception to HOT Call for Backs Nearest Call

Also Saints Pattern - (Full Flow) Weak



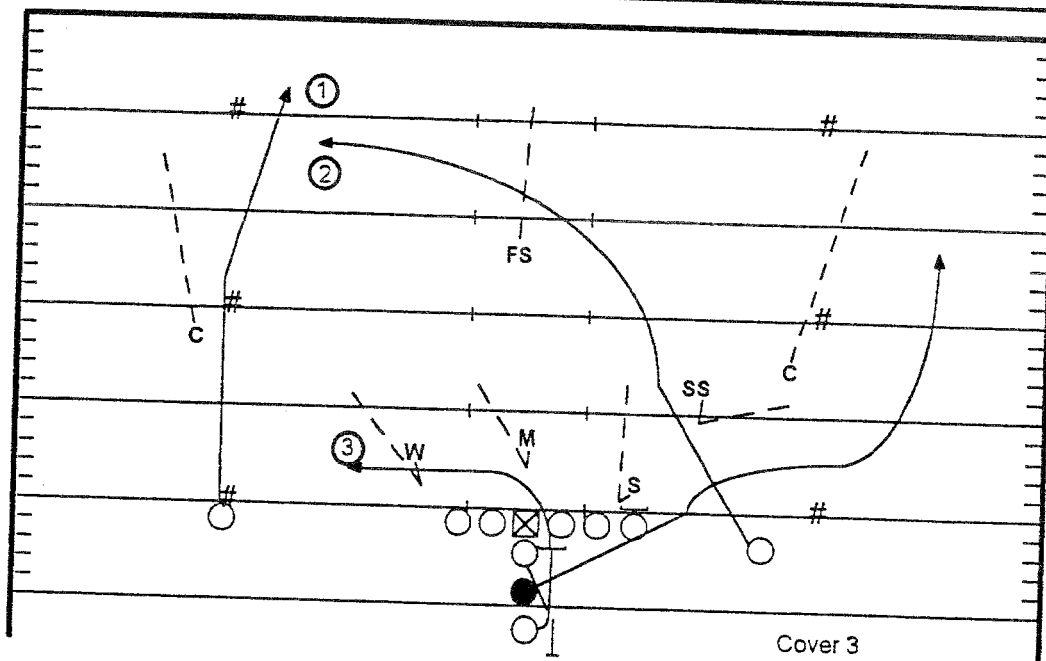
# SAINTS



## PLAY ACTION

SLIDE LEFT - FAKE 12  
X-B Z-CROSS

I, STRONG



SLIDE LEFT(Turn Left) - FAKE 12

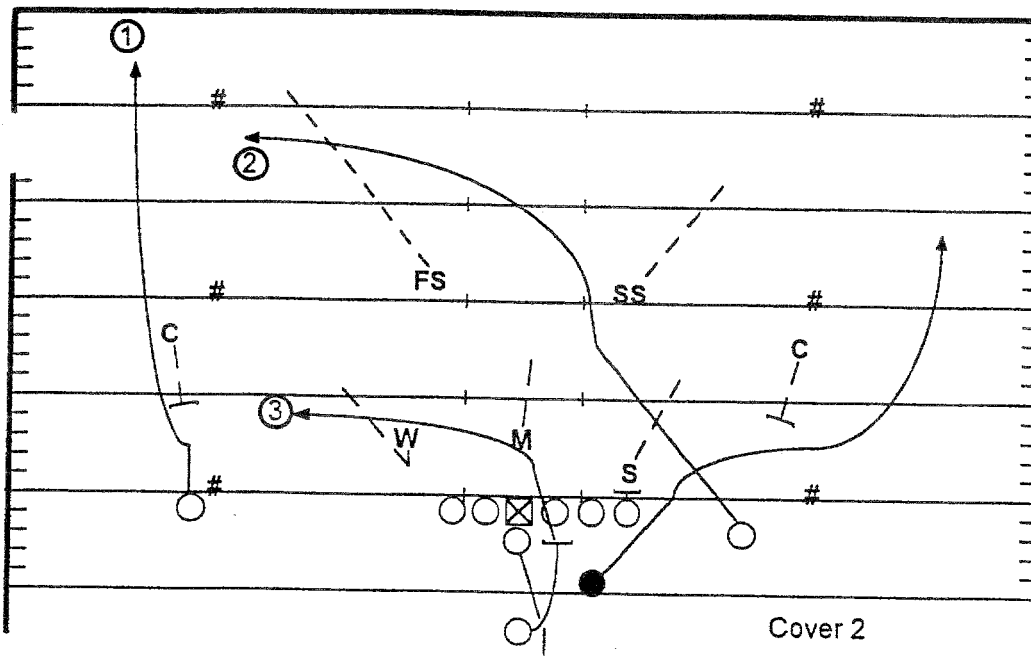
FAKE 12

REC	ROUTE	SPLIT	RELEASE	DEPTH	ADJUSTMENT	SIGHT ADJUST
L	Free - Wheel	N/A	O.S.	3 yds	None	None
R	Check -Cross	N/A	I.S.	3 yds	None	None
Y	Block	Normal	N/A	N/A	None	None
X	8	Numbers	I.S.	12 yds	vs. 2 Deep rotation - Run Take-off.	#4
Z	Cross	Force	I.S.	18-20 yds	vs. 2 - Gear Down	#4

Fake 12 - Set up behind Center.

X/Z / Cross

**NOTES:**



Pattern: X-8, Z-Cross

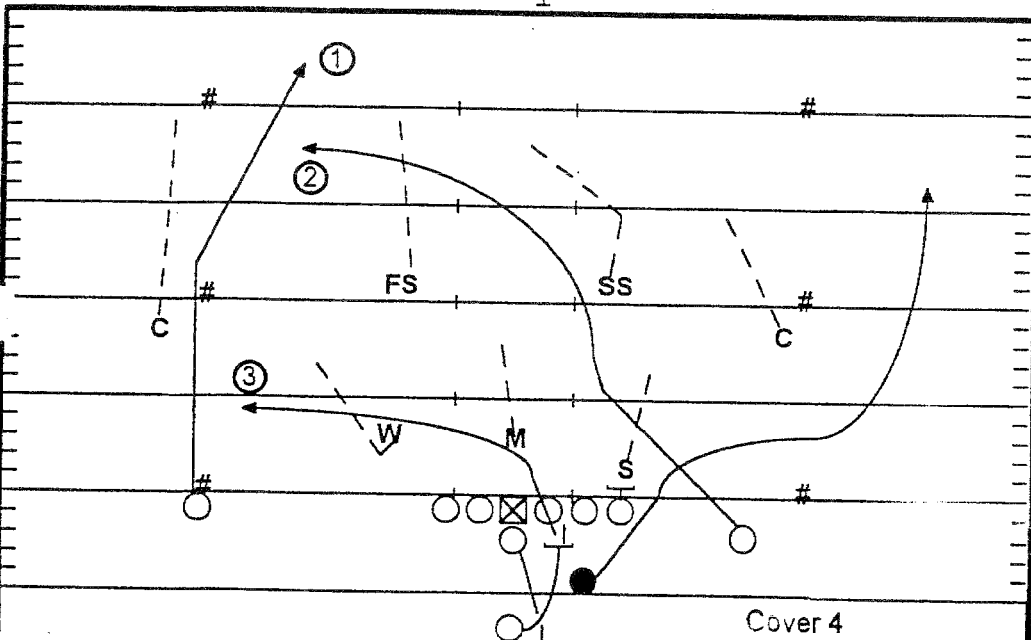
Formation: Strong Right

Protection: Slide Left

Back Action: Fake 12

QB Action: Fake 12 - Set up behind Center

QB Progression: X / Z / Cross



Pattern: X-8, Z-Cross

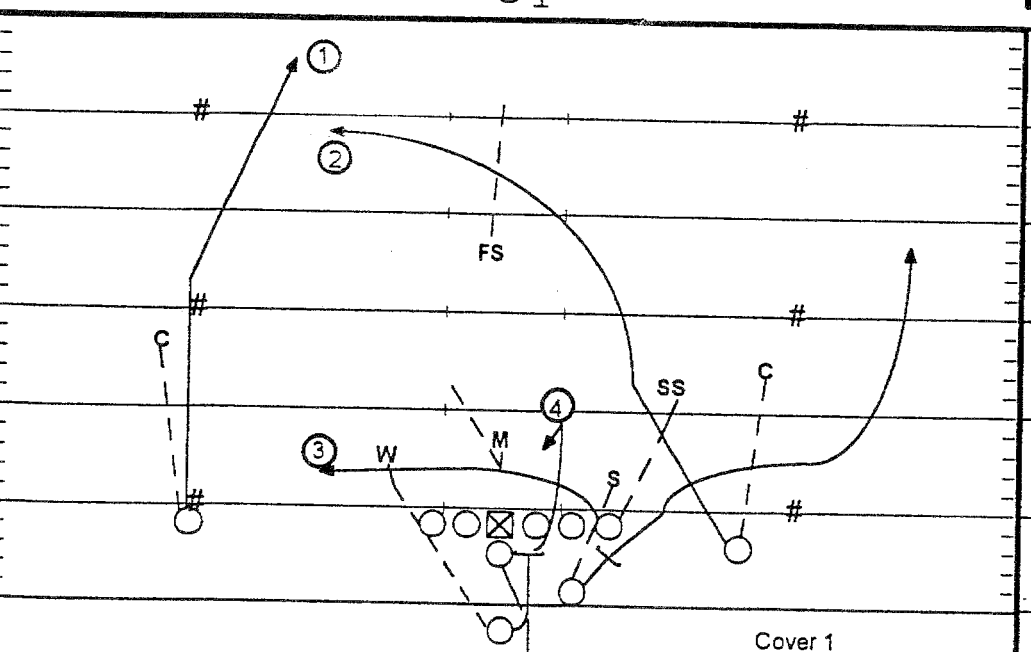
Formation: Strong Right

Protection: Slide Left

Back Action: Fake 12

QB Action: Fake 12 - Set up behind Center

QB Progression: X / Z / Cross



Pattern: X-8, Z-Cross

Formation: Strong Right

Protection: Turn Left

Back Action: Fake 12

QB Action: Fake 12 - Set up behind Center

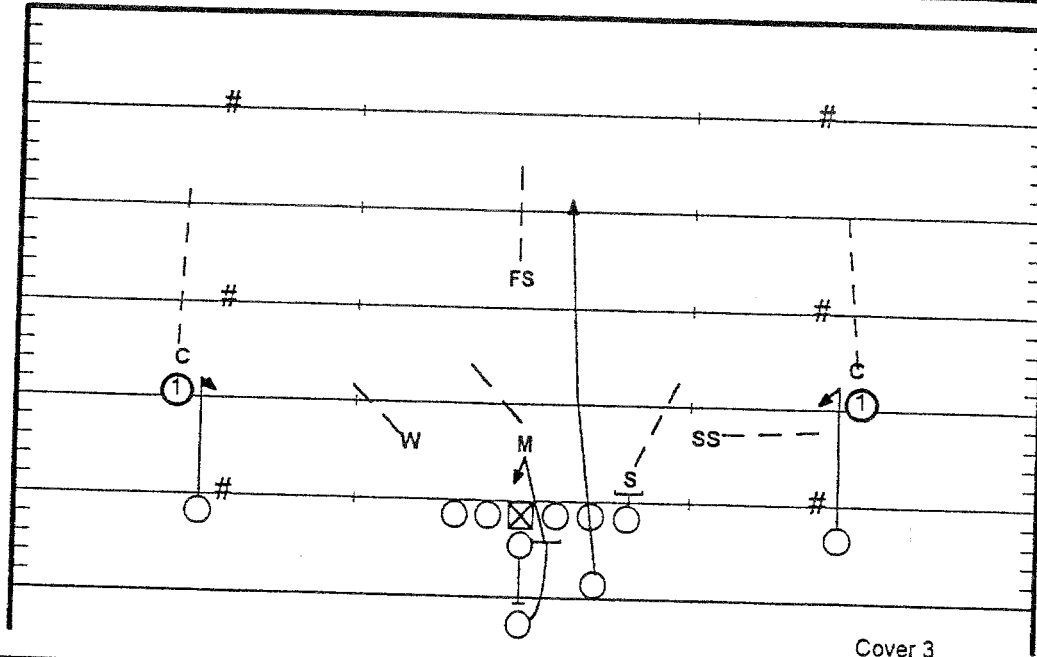
QB Progression: X / Z / Y / Pop

**PASS**

SLIDE LEFT FAKE 12 50(51)

**FORMATION**

I, STRONG



Cover 3

**PROTECTION**

SLIDE LEFT

**BACKFIELD ACTION**

FAKE 12

REC	ROUTE	SPLIT	RELEASE	DEPTH	ADJUSTMENT	SIGHT ADJUST
R	Free Release Seam	Normal	I.S. to easiest	C.P.	C.P.	None
L	Check Pop	Normal	I.S. to easiest	C.P.	C.P.	None
Y	Block	Normal	N/A	N/A	N/A	N/A
X	0	O.S. edge of numbers	O.S.	5 steps	Fade vs. Rotation	N/A
Z	0	O.S. edge of numbers	O.S.	5 steps	Fade vs. Rotation	N/A

**QB ACTION**

3 steps -- Hit and Throw

**QB READ**

- Away from rotation - Go WR / Pop

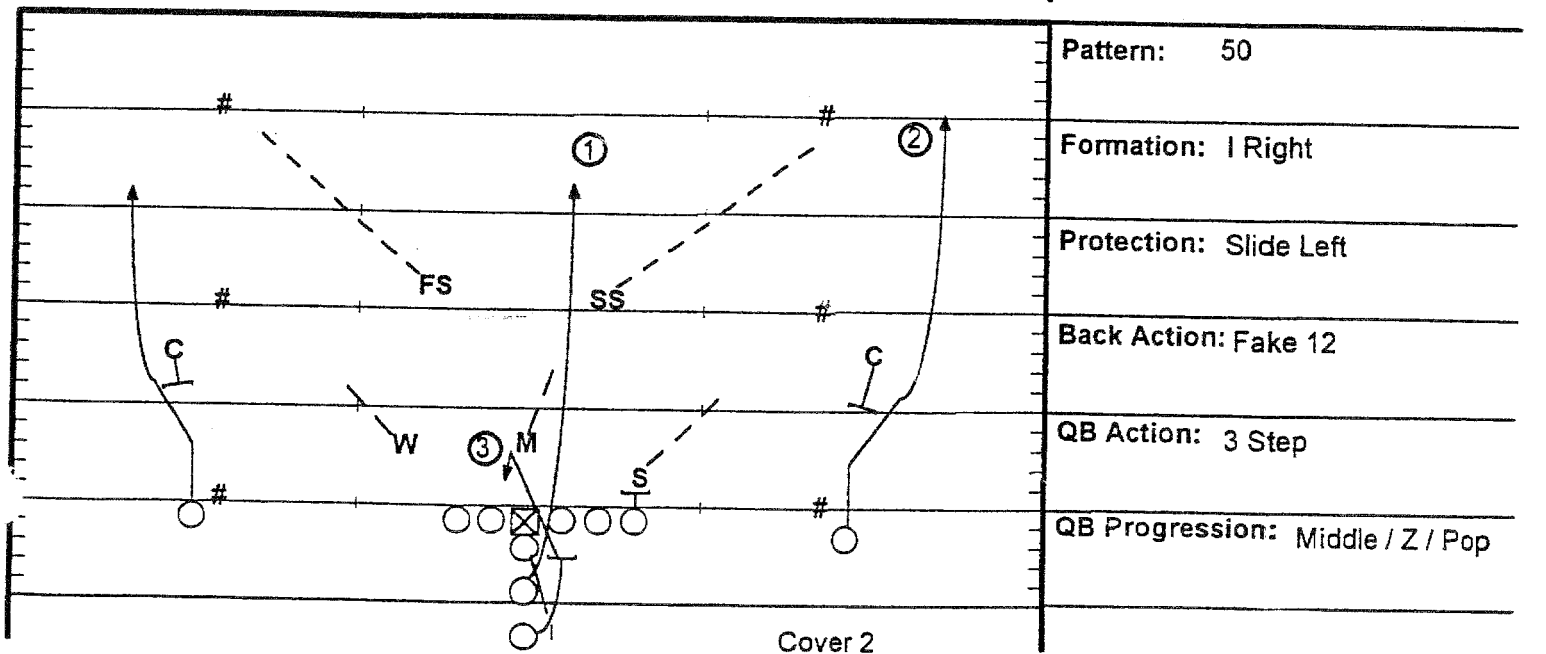
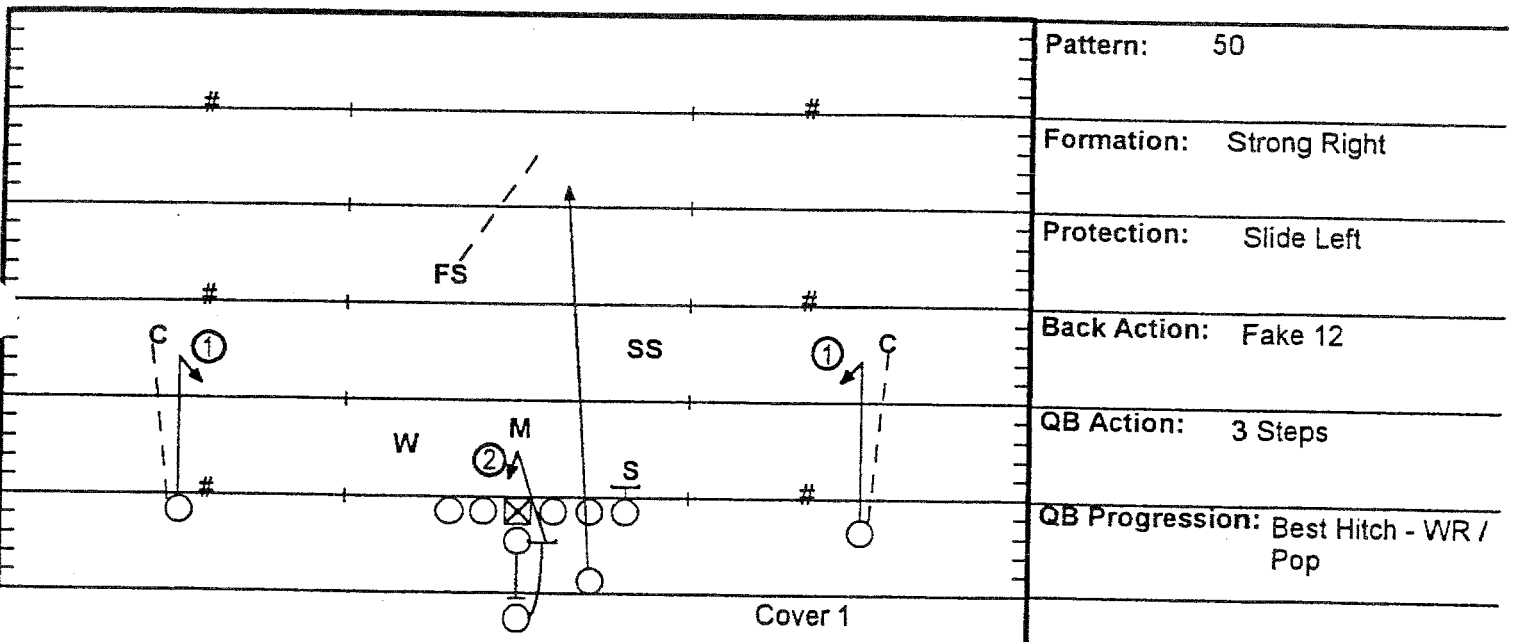
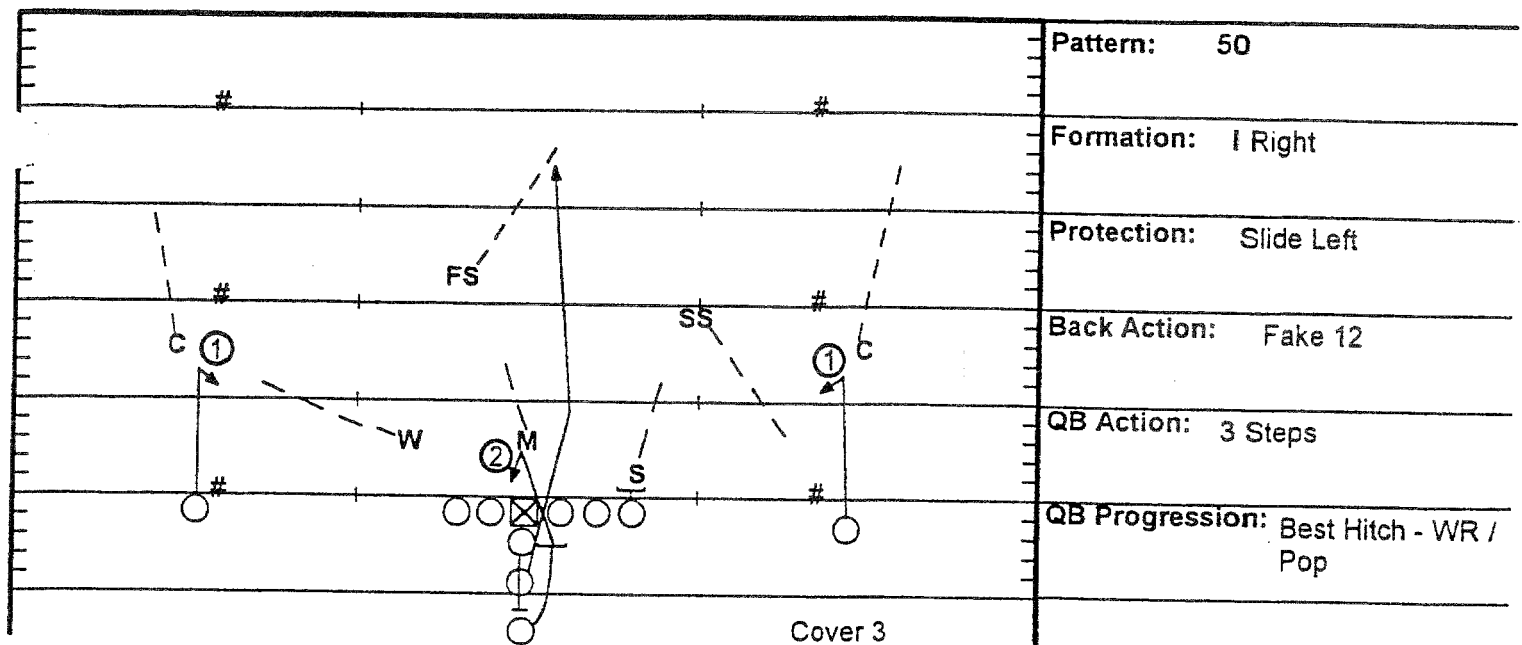
- Double rotation - Go Middle / Z / Pop

- No rotation - Take best hitch - Go WR / Pop

**NOTES:**

Faking Back Makes the Fake.



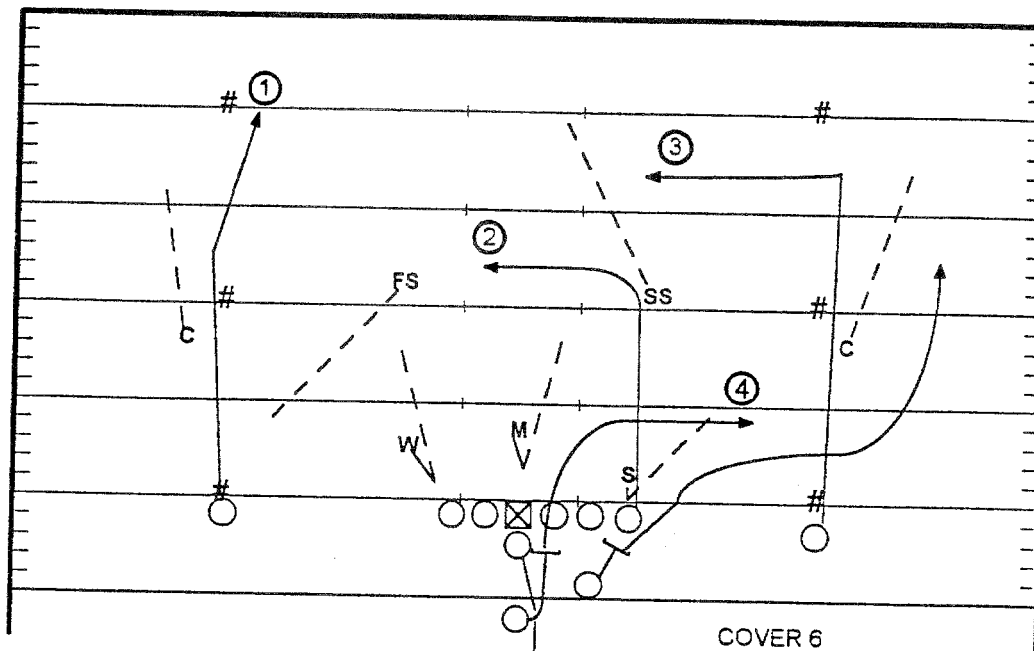


**PASS**

TURN LEFT - FAKE 12 866

**FORMATION**

I, STRONG



**PROTECTION**

TURN LEFT

**BACKFIELD ACTION**

FAKE 12

REC	ROUTE	SPLIT	RELEASE	DEPTH	ADJUSTMENT	SIGHT ADJUST
R	Check - Wheel	N/A	O.S.	3 yds	None	None
L	Check - Flat	N/A	I.S.	5 yds	None	None
Y	6	Normal	O.S.	10 yds roll to 12 yds	None	None
X	Action 8	Numbers	O.S.	12 yds	Fade vs. Rotation	#4
Z	6	Inside edge of numbers	O.S.	16 yd square in	None	#4

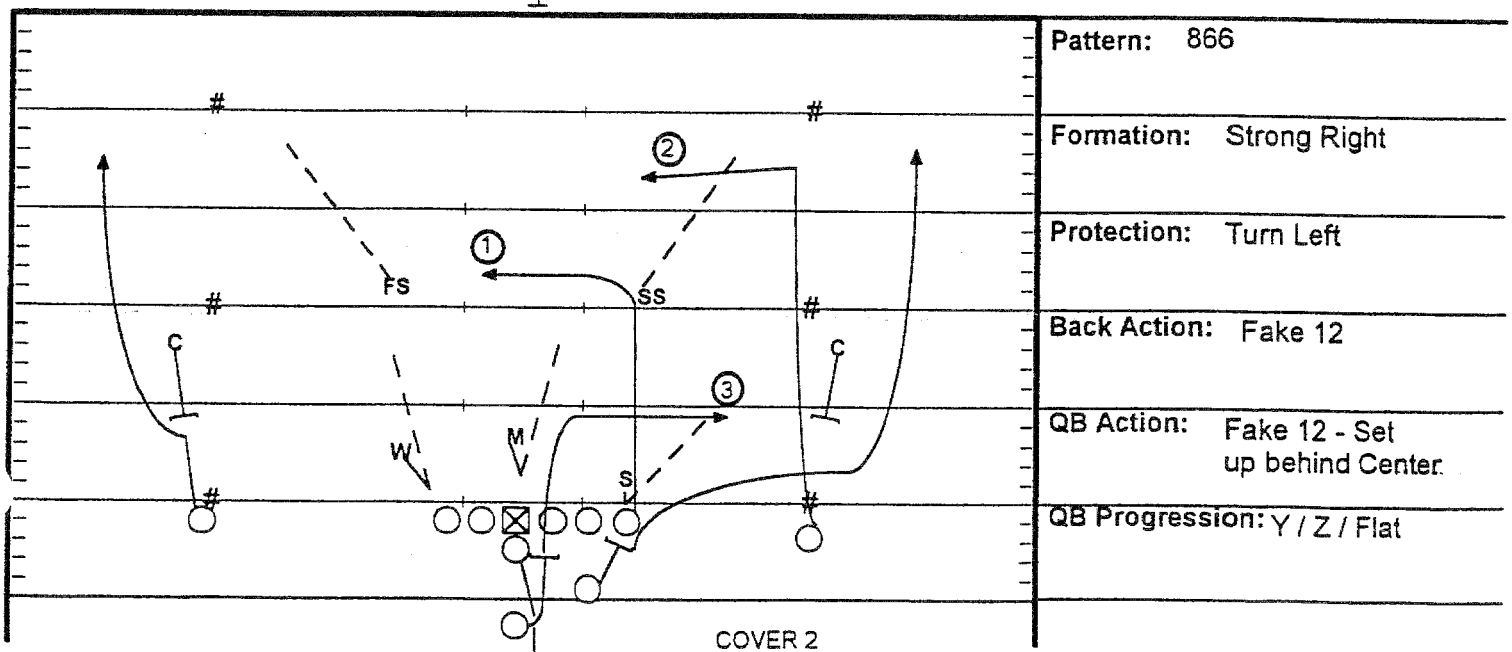
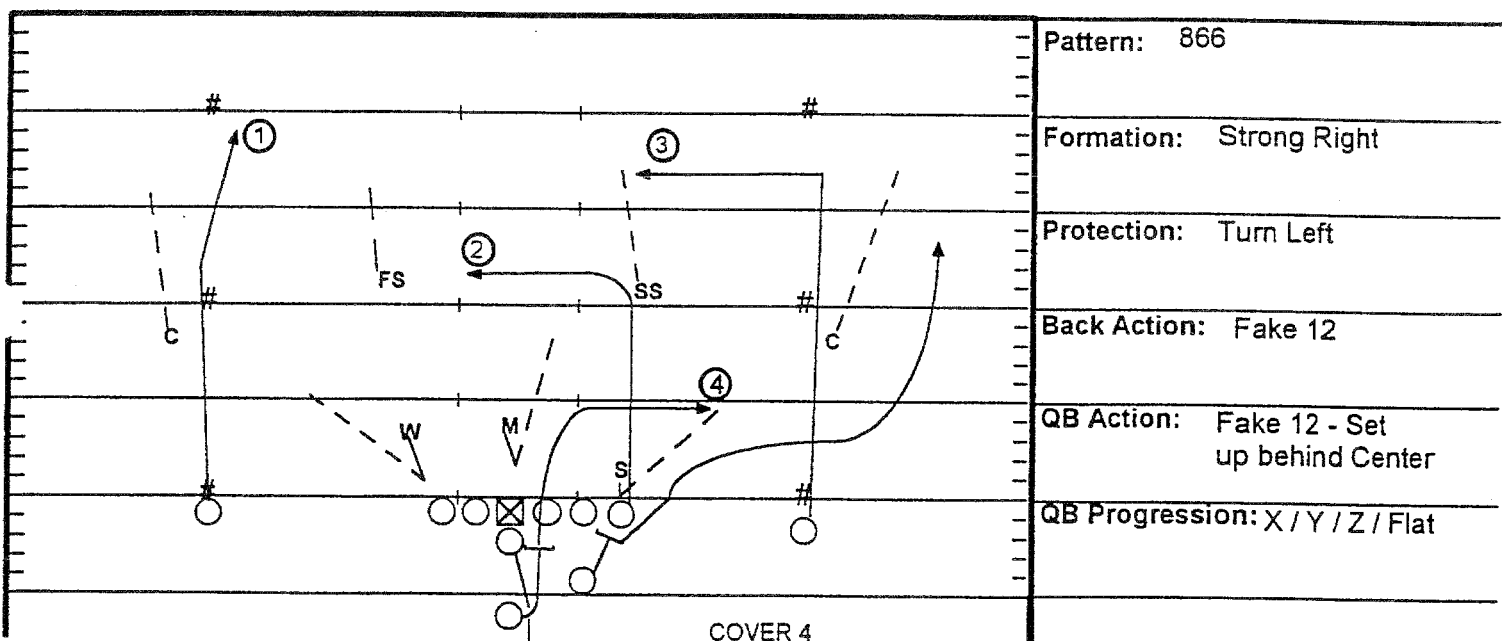
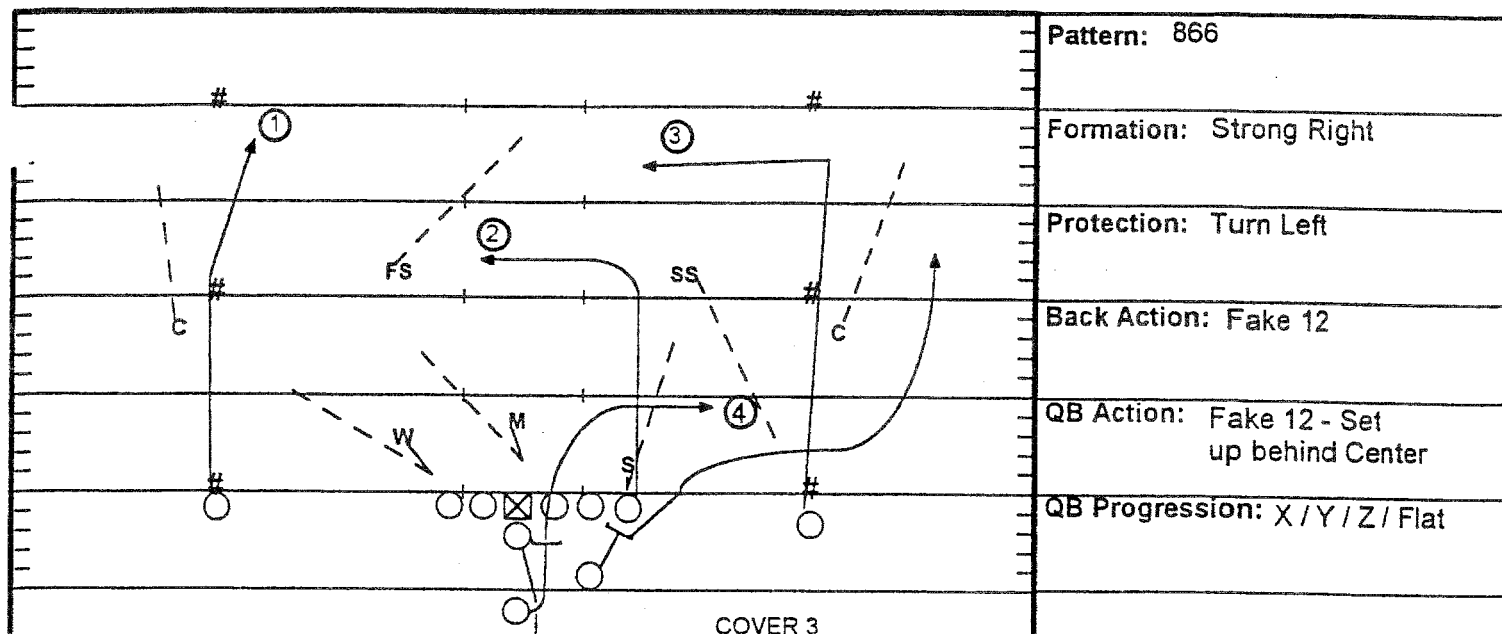
**QB ACTION**

Fake 12 - Set up behind Center.

**QB READ**

- X / Y / Z / Flat

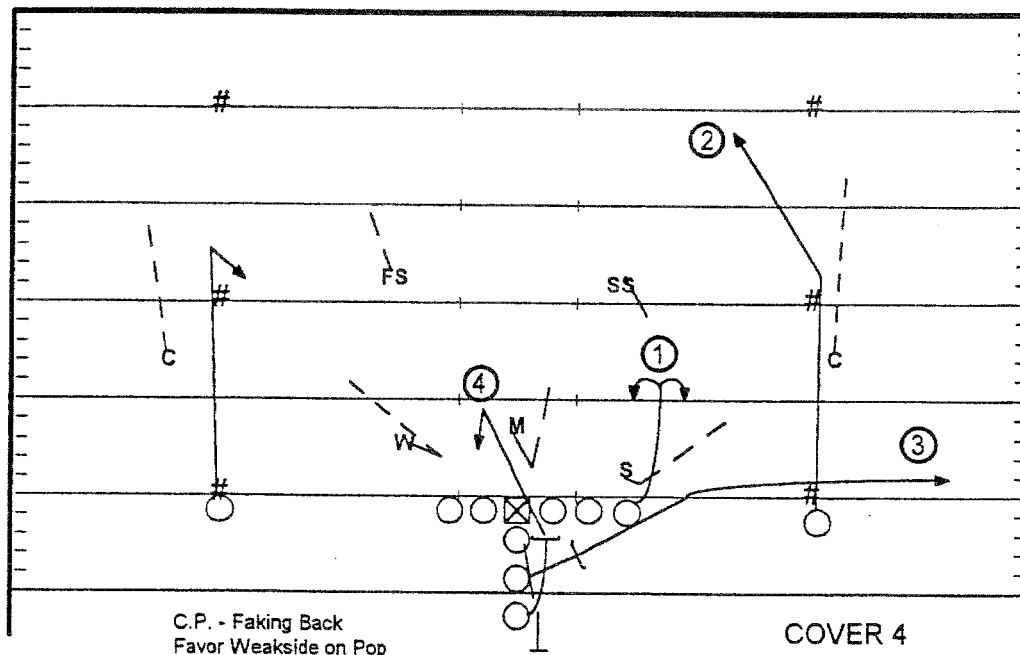
**NOTES:**



PACKER

## FORMATION

I, STRONG, NEAR



**PROTECTION**      **TURN LEFT**

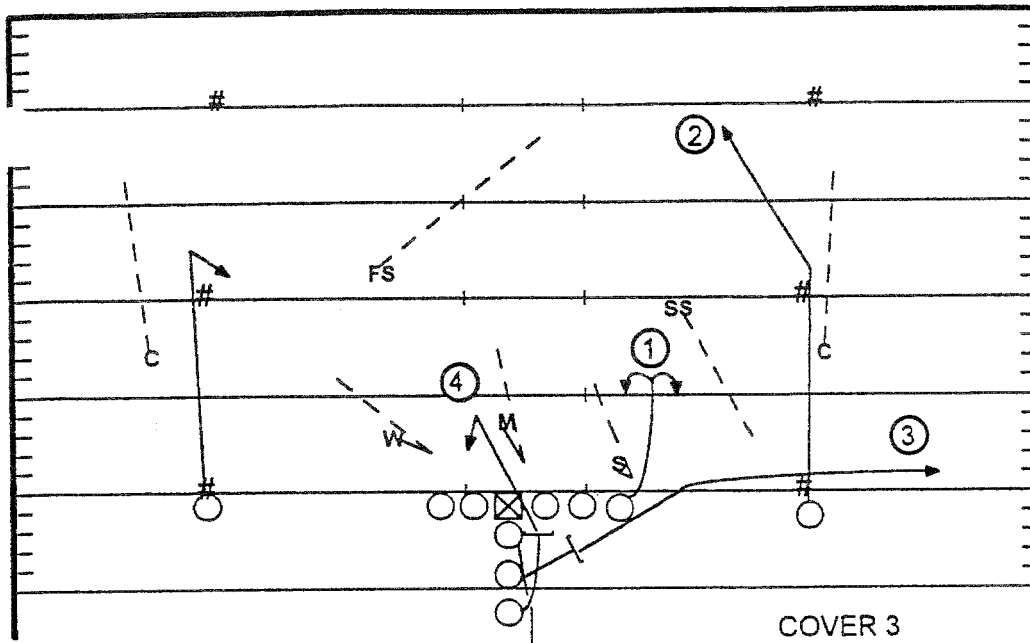
**BACKFIELD ACTION**      **FAKE 12**

REC	ROUTE	SPLIT	RELEASE	DEPTH	ADJUSTMENT	SIGHT ADJUST
R	Check - Pop	N/A	I.S.	2 yds	Favor weak - away from TE's Route	None
L	Check - Arrow	N/A	O.S.	2 yds	Run away vs. Man	None
Y	Choice	Normal	O.S.	8 yds	Hook and Slide	None
X	4	Inside edge of numbers	I.S.	12 yards	None	#4
Z	8	Inside edge of numbers	O.S.	7 steps	Fade vs. Rotation	#4

**QB ACTION** Fake 12 - Set up behind Center.

**QB READ**                      Y/Z/Arrow/Pop

**NOTES:**



Pattern: Packer

Formation: I Right

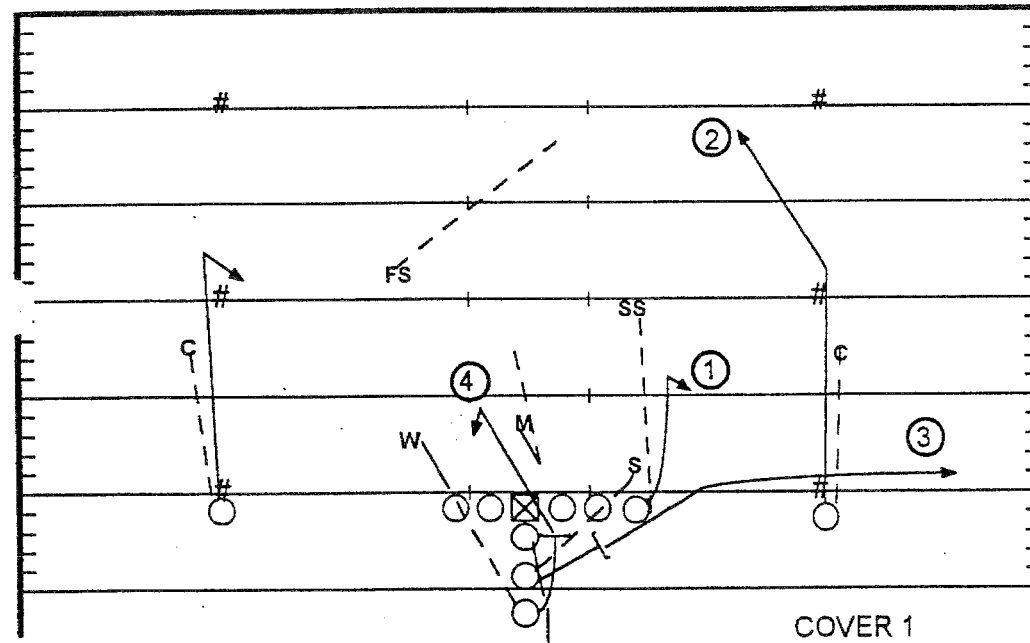
Protection: Turn Left

Back Action: Fake 12

QB Action: Fake 12 - Set up  
behind Center

QB Progression: Y / Z / Arrow  
/ Pop

COVER 3



Pattern: Packer

Formation: I Right

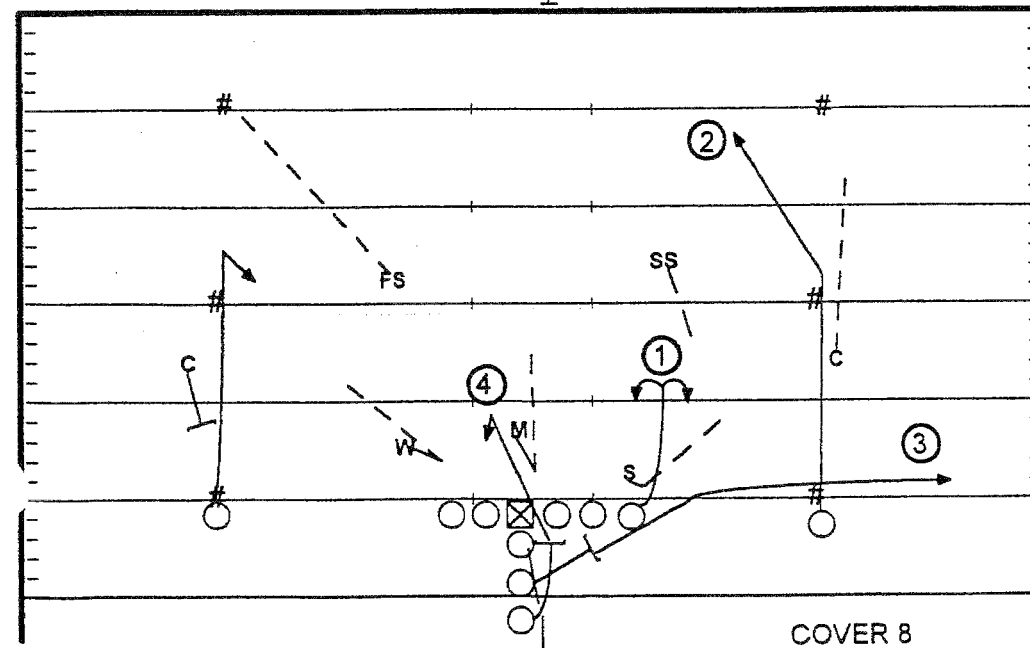
Protection: Turn Left

Back Action: Fake 12

QB Action: Fake 12 - Set up  
behind Center

QB Progression: Y / Z / Arrow  
/ Pop

COVER 1



Pattern: Packer

Formation: I Right

Protection: Turn Left

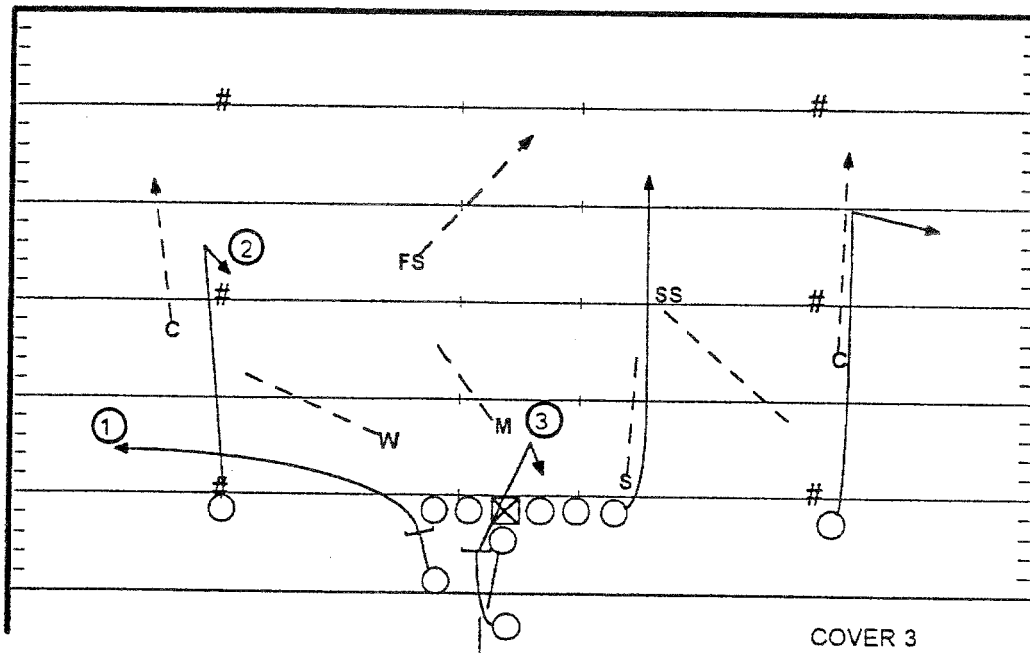
Back Action: Fake 12

QB Action: Fake 12 - Set up  
behind Center

QB Progression: Y / Z / Arrow  
/ Pop

COVER 8

**PASS** TURN RIGHT FAKE 13 INDIAN **FORMATION** I, WEAK



**PROTECTION**      **TURN RIGHT**

**BACKFIELD ACTION**      **FAKE 13**

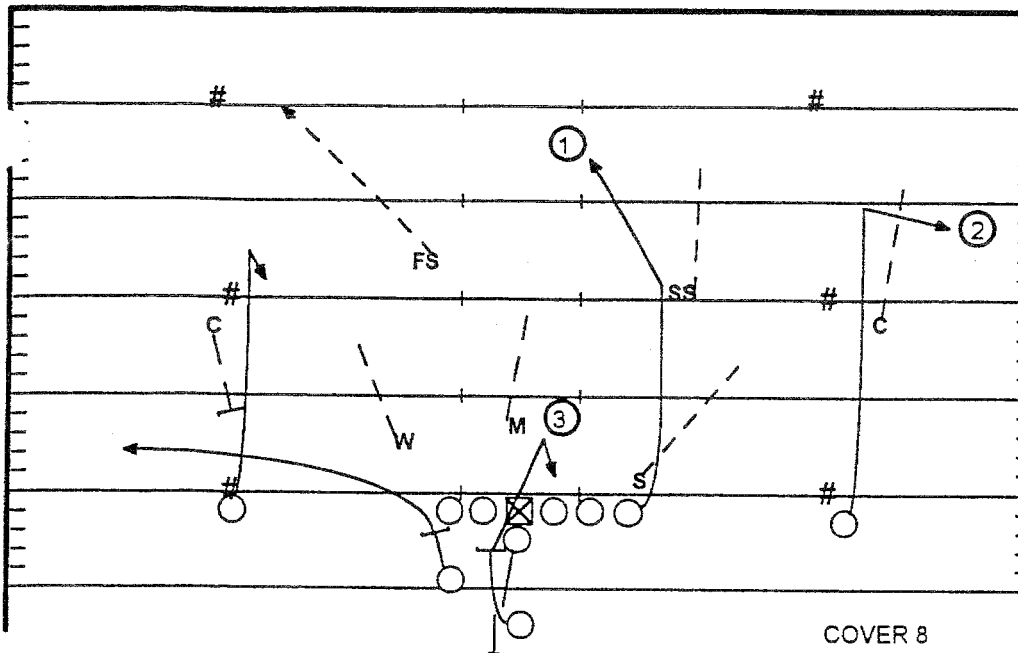
REC	ROUTE	SPLIT	RELEASE	DEPTH	ADJUSTMENT	SIGHT ADJUST
R	Check - Arrow	N/A	O.S.	2 yds	None	None
L	Check - Pop	N/A	I.S.	2 yds	Drift with QB Run away vs. Man	None
Y	9	Normal	O.S.	Deep	MOFO	None
X	4	Inside edge of numbers	I.S.	12 yds	None	#4
Z	5	Outside edge of numbers	O.S.	18 back to 15 yds	Fade vs. Rotation Run it vs. Press	#4

**QB ACTION** Fake to TB in A-Gap. 5 Steps set up for pass.

**QB READ** 1 DB weak - Arrow / X / Pop

2 DBs weak - Y / Z / Pop

**VOTES:** Possible individual routes to X or Z.



COVER 8

Pattern: Fake 13 Indian

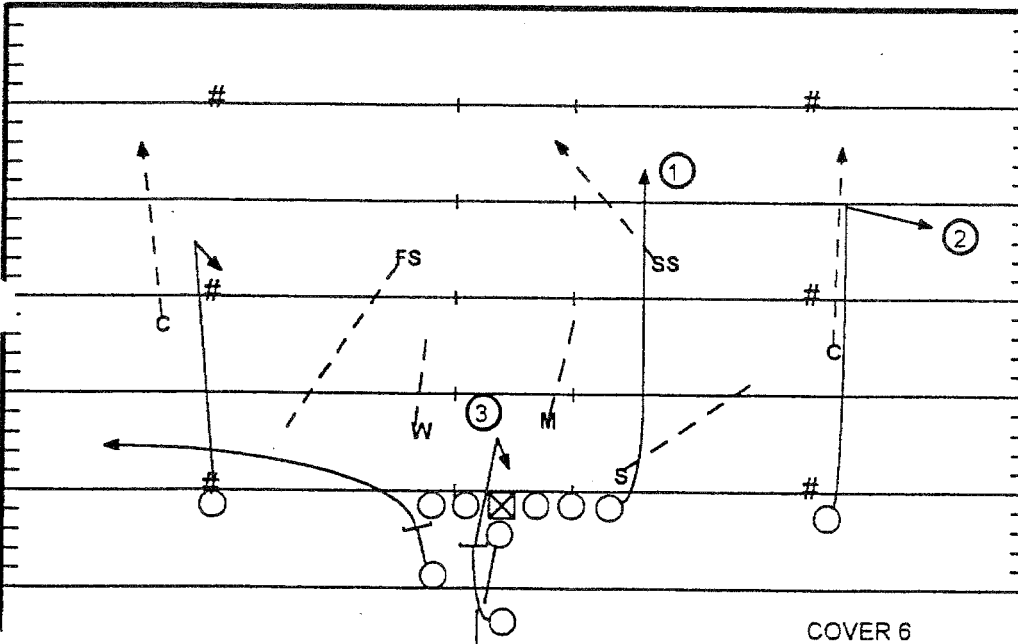
Formation: Weak Right

Protection: Turn Right

Back Action: Fake 13

QB Action: Fake to TB in A-Gap  
5 Steps - Set up for Pass

QB Progression: Y / Z / Pop



COVER 6

Pattern: Fake 13 Indian

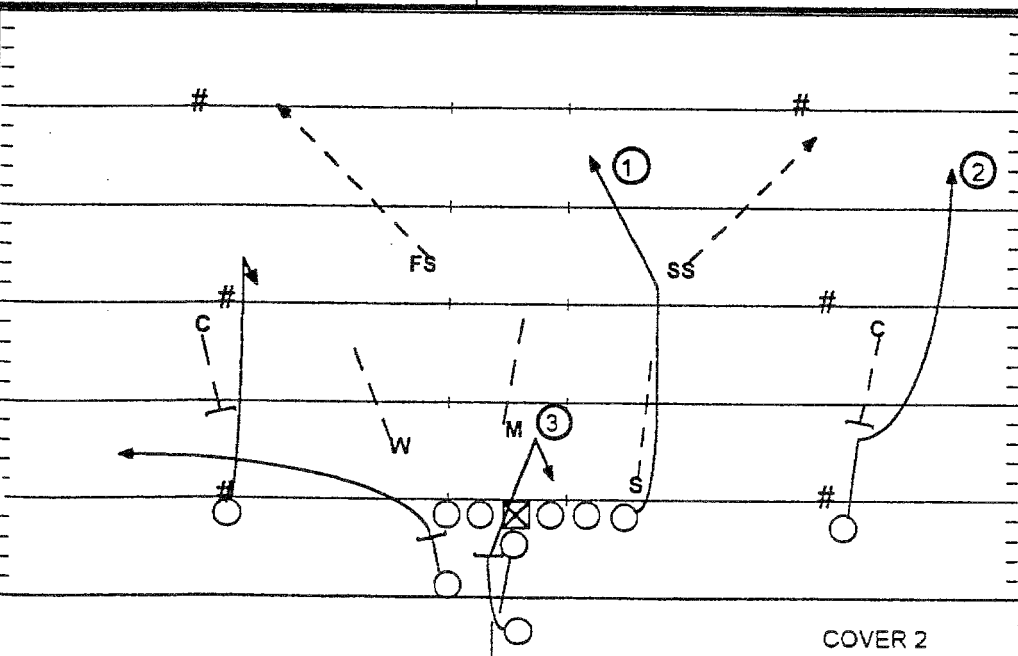
Formation: Weak Right

Protection: Turn Right

Back Action: Fake 13

QB Action: Fake to TB in A-Gap  
5 Steps - Set up for Pass

QB Progression: Y / Z / Pop



COVER 2

Pattern: Fake 13 Indian

Formation: Weak Right

Protection: Turn Right

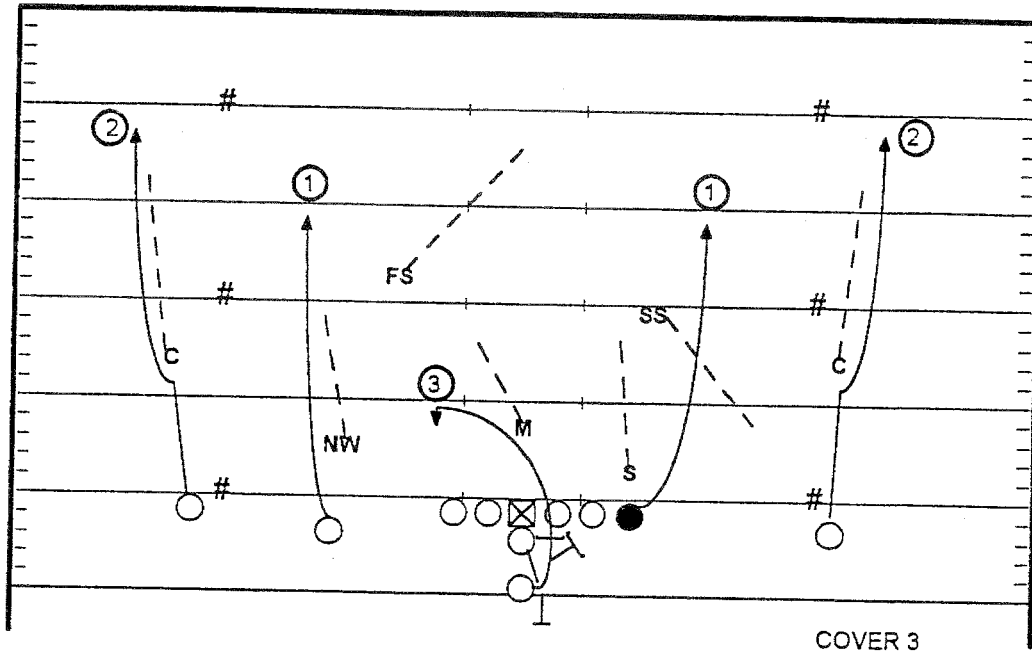
Back Action: Fake 13

QB Action: Fake to TB in A-Gap  
5 Steps - Set up for Pass

QB Progression: Y / Z / Pop

**PASS** TURN LEFT FAKE 30 JET**FORMATION**

DICE, GOLD, TRIPS, DOUBLE

**PROTECTION**

TURN LEFT

**BACKFIELD ACTION**

FAKE 30 DRAW

REC	ROUTE	SPLIT	RELEASE	DEPTH	ADJUSTMENT	SIGHT ADJUST
F	Dual Read - Drag	N/A	I.S. to Easiest	5 yards	Hook vs. Zone Run away vs. Man	None
H	Seam	Slot	O.S.	18-22 yds	MOFO	None
Y	Seam	Normal	O.S.	18-22 yds	None	Mike & Sam
X	9	Outside edge of numbers	O.S.	Deep	None	None
Z	9	Outside edge of numbers	O.S.	Deep	None	None

**QB ACTION**

Fake 30 Draw - Set up for pass

**QB READ**

2 Deep - H / X / Drag

3 Deep - (QB Move Free Safety) - H or Y / WR / Drag

**NOTES:**

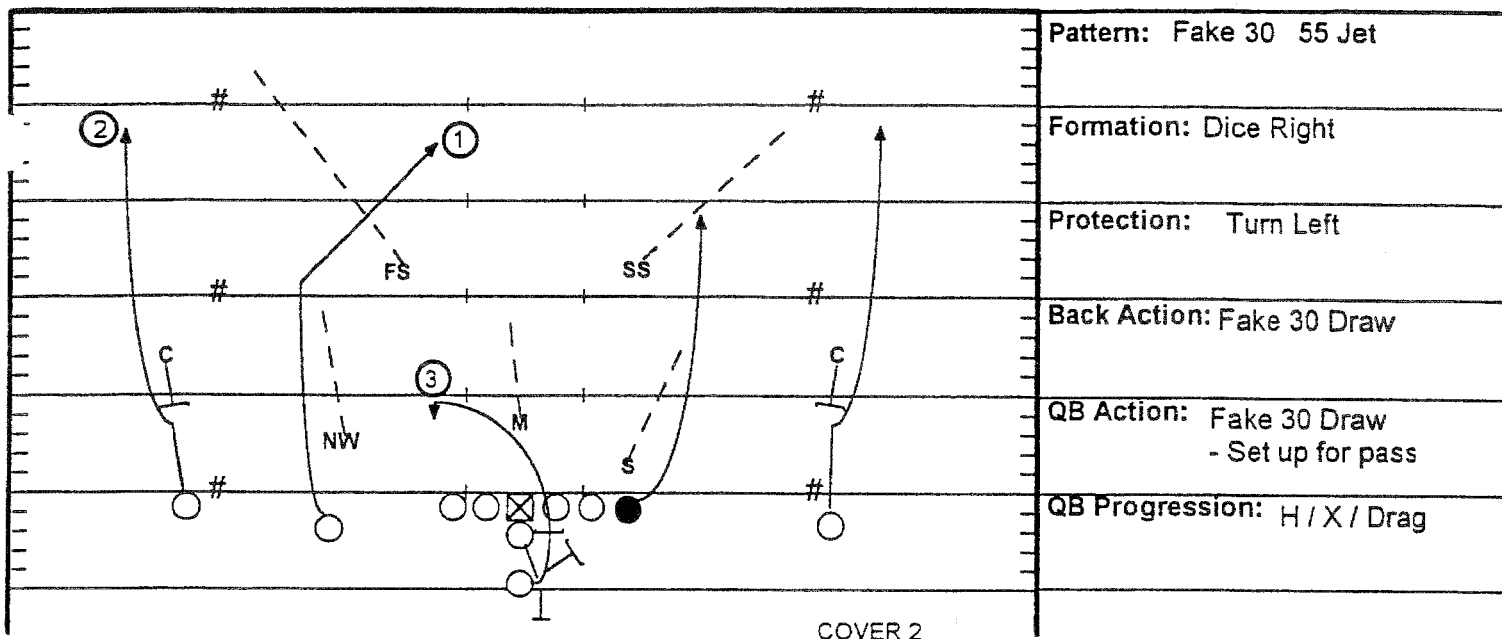
In HOT Protection - Inside receiver to callside will adjust if MOFO.

Exception - TURN - Single Back - Dual Read









Pattern: Fake 30 55 Jet

Formation: Dice Right

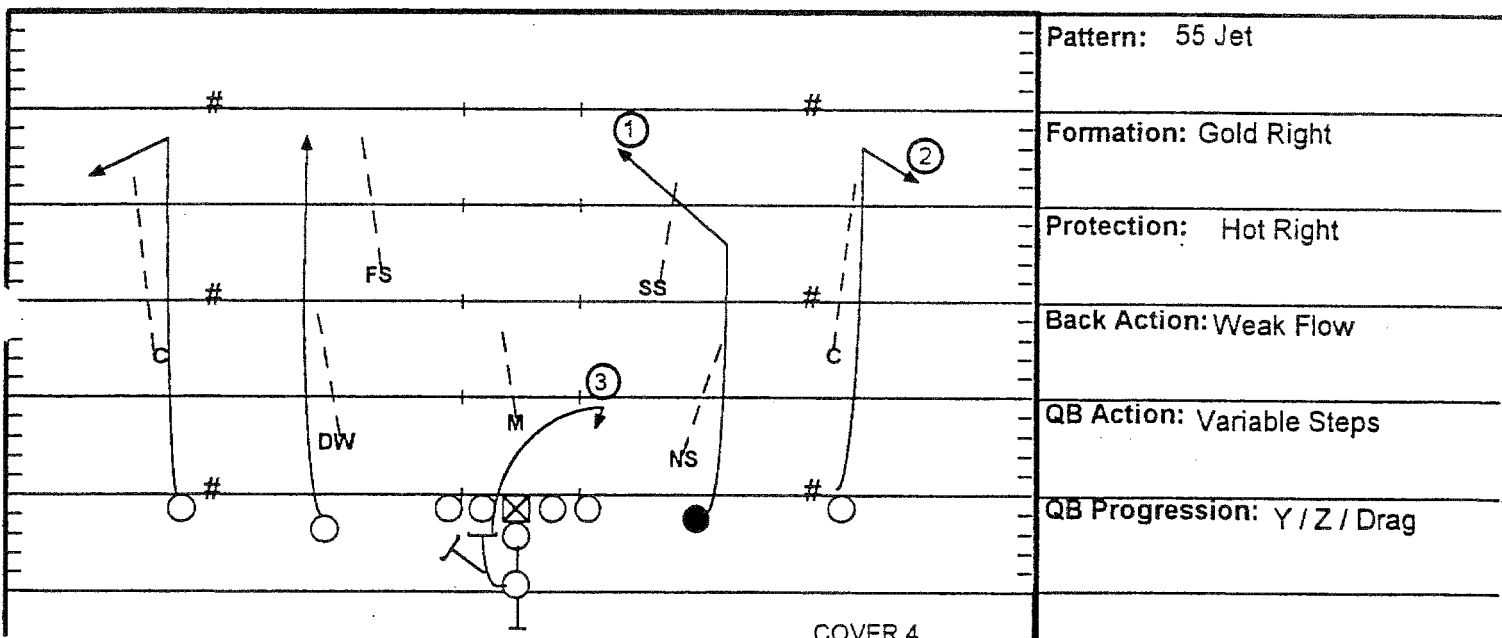
Protection: Turn Left

Back Action: Fake 30 Draw

QB Action: Fake 30 Draw  
- Set up for pass

QB Progression: H / X / Drag

COVER 2



Pattern: 55 Jet

Formation: Gold Right

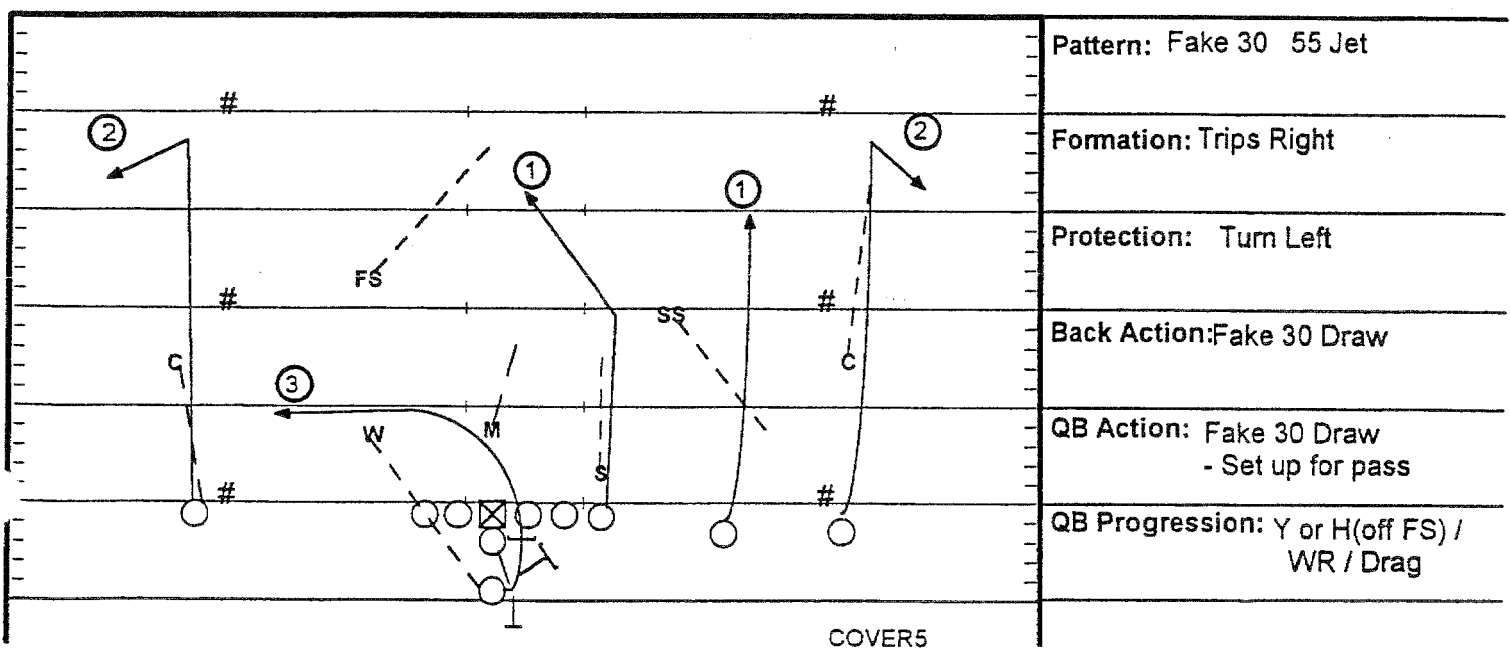
Protection: Hot Right

Back Action: Weak Flow

QB Action: Variable Steps

QB Progression: Y / Z / Drag

COVER 4



Pattern: Fake 30 55 Jet

Formation: Trips Right

Protection: Turn Left

Back Action: Fake 30 Draw

QB Action: Fake 30 Draw  
- Set up for pass

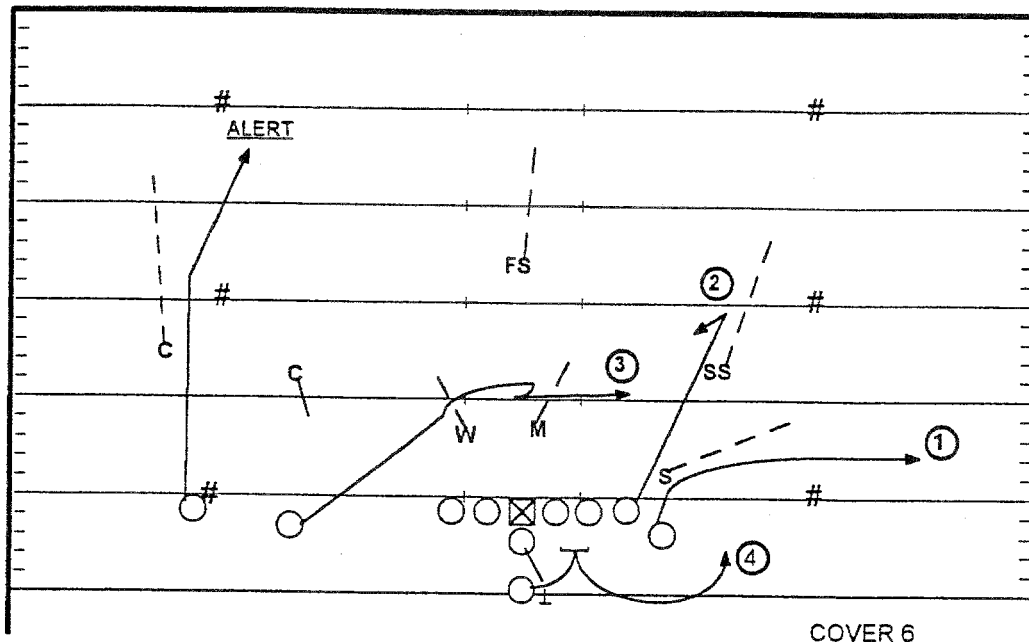
QB Progression: Y or H(off FS) /  
WR / Drag

COVER 5

FAKE 36 SLANT 48(78) Z-DODGE

## FORMATION

DAY



## PROTECTION

TURN LEFT

## BACKFIELD ACTION

FAKE 36 SLANT

REC	ROUTE	SPLIT	RELEASE	DEPTH	ADJUSTMENT	SIGHT ADJUST
F	Fake 36 Slant Check - Alley	N/A	Wide	LOS	None	None
H	Free - Arrow	N/A	O.S.	2 yds	None	Hot off Mike & Sam
Y	4	Normal	O.S.	8 yds	None	None
X	8	Inside Edge of numbers	O.S.	12 yds	None	None
Z	Dodge	Force	I.S.	5-6 yds	Sit vs. Zone Run away vs. Man	None

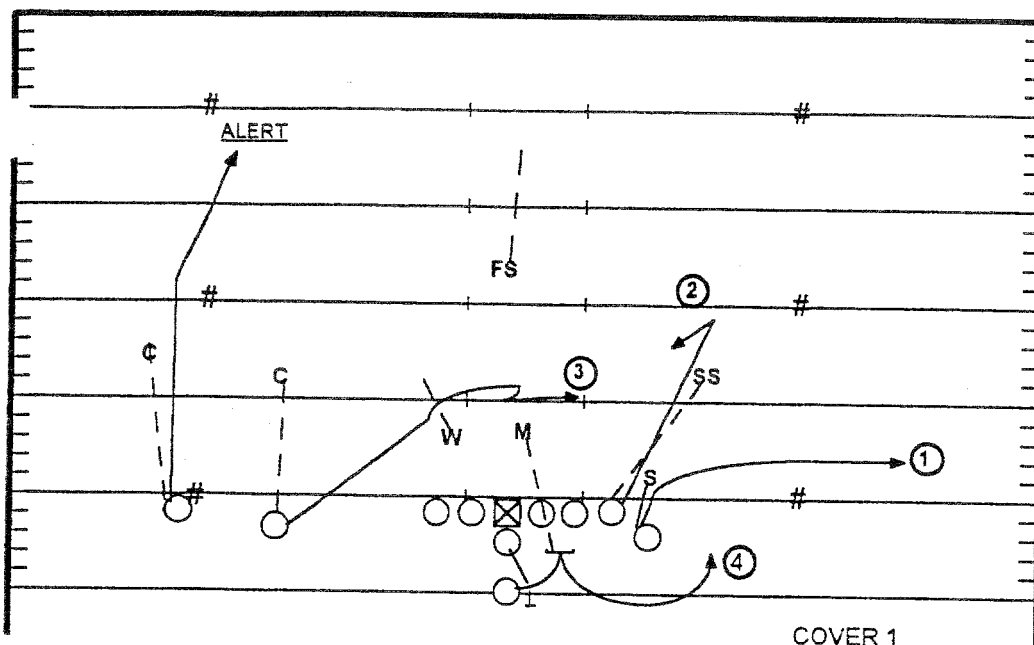
**QB ACTION**

**Fake 36 Slant**

**QB READ**

Alert X - Arrow / Y / Z / Alley

**NOTES:**



Pattern: 48 Z-Dodge

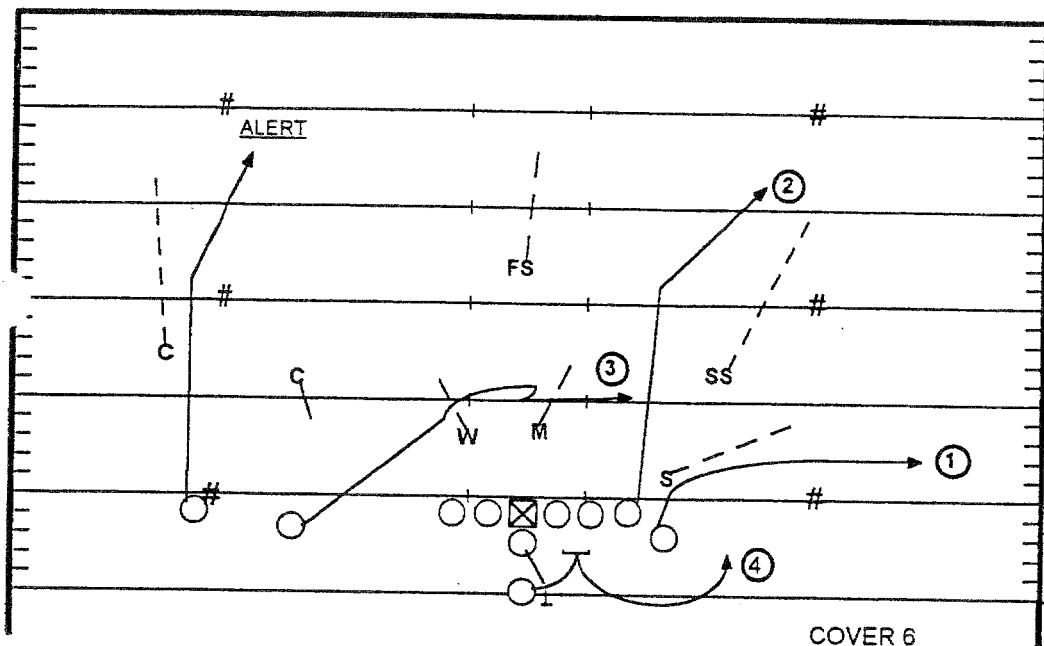
**Formation:** Day Right

Protection: Turn Left

**Back Action: Fake 36 Slant**

**QB Action:** Fake 36 Slant

**QB Progression:** Alert X / Arrow / Y / Z / Alley



Pattern: 78 Z-Dodge

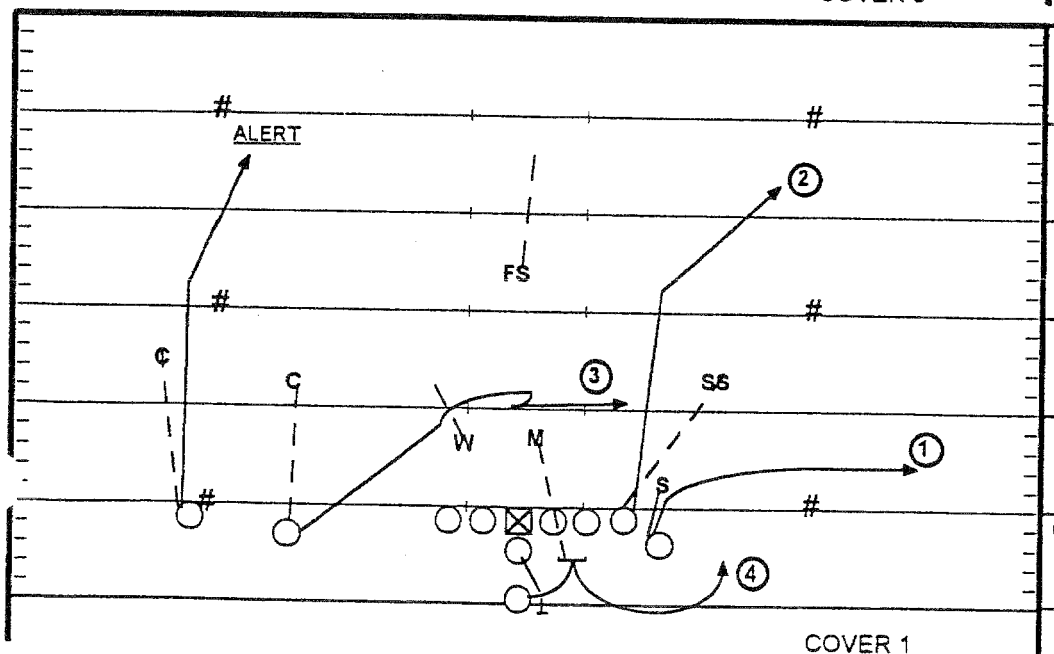
Formation: Day Right

**Protection: Turn Left**

**Back Action: Fake 36 Slant**

**QB Action:** Fake 36 Slant

**QB Progression:** Alert X / Arrow / Y / Z / Alley



Pattern: 78 Z-Dodge

**Formation: Day Right**

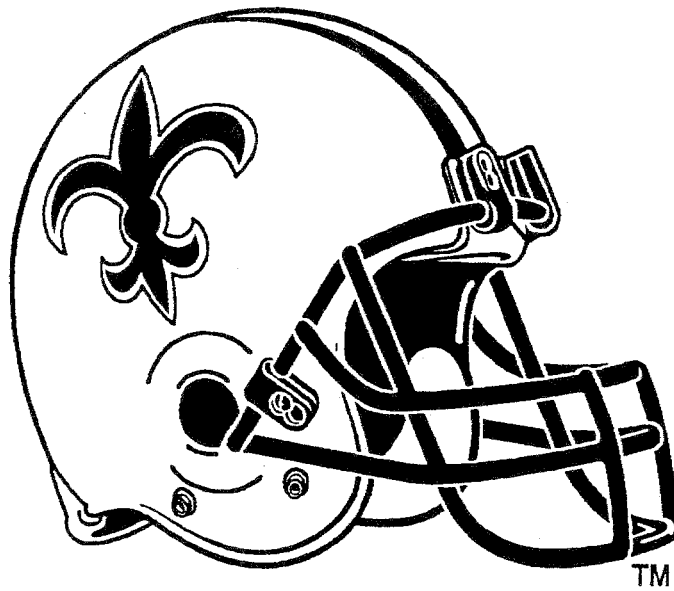
**Protection: Turn Left**

**Back Action: Fake 36 Slant**

**QB Action: Fake 36 Slant**

**QB Progression:** Alert X / Arrow / Y /  
Z / Alley

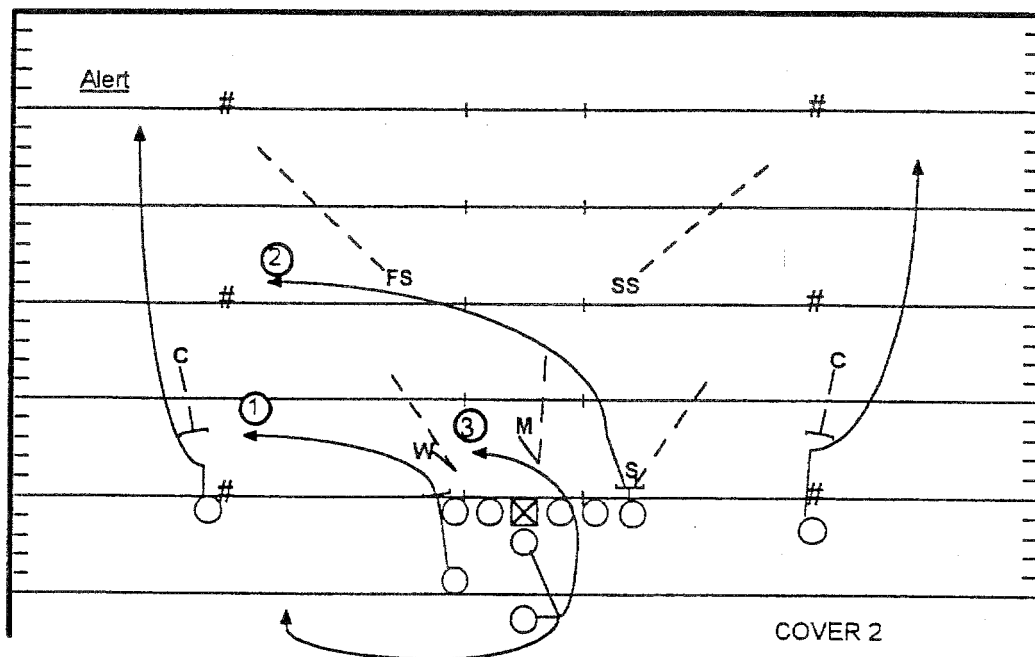
# SAINTS



# NAKEDS

**PASS**REACH RT/LT - FAKE 4/5  
BLUNT - NAKED LT/RT**FORMATION**

FAR, WEAK, I, STRONG

**PROTECTION**

REACH RT/LT

**BACKFIELD ACTION**

FAKE 4/5 BLUNT

REC	ROUTE	SPLIT	RELEASE	DEPTH	ADJUSTMENT	SIGHT ADJUST
R	Slam End Man - Arrow	N/A	O.S.	2 yds	None	Will-Built in
L	Fake Blunt - Cross	N/A	I.S. to Easiest	3 yds	None	N/A
Y	Slam #3 - Cross	Normal	I.S.	10-12 yds	None	None
X	Action 8	Outside edge of numbers	F.O.S.	12-15 yds	Force outside release vs. Press	None
Z	Action 3	Numbers	I.S.	15 yds	Fade vs Rotation	None

**QB ACTION**

Fake 34 Blunt - Naked Left - Break Contain

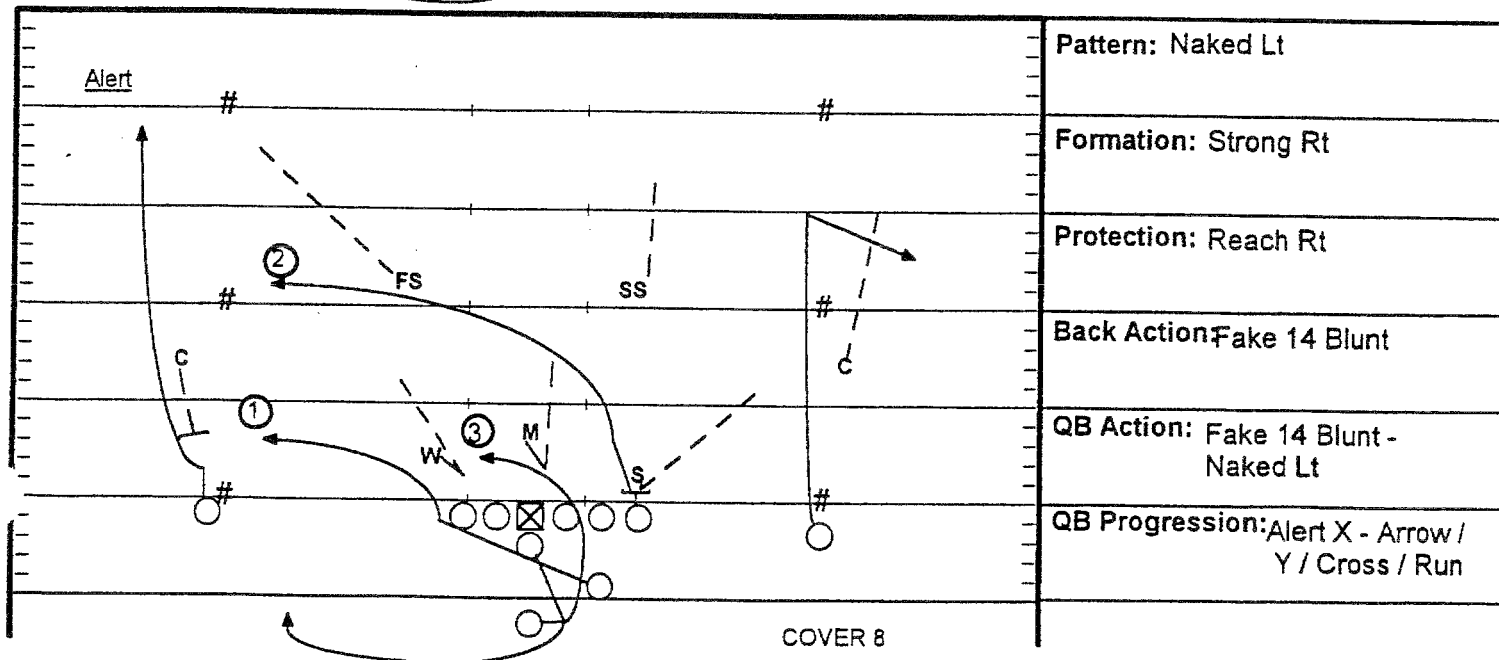
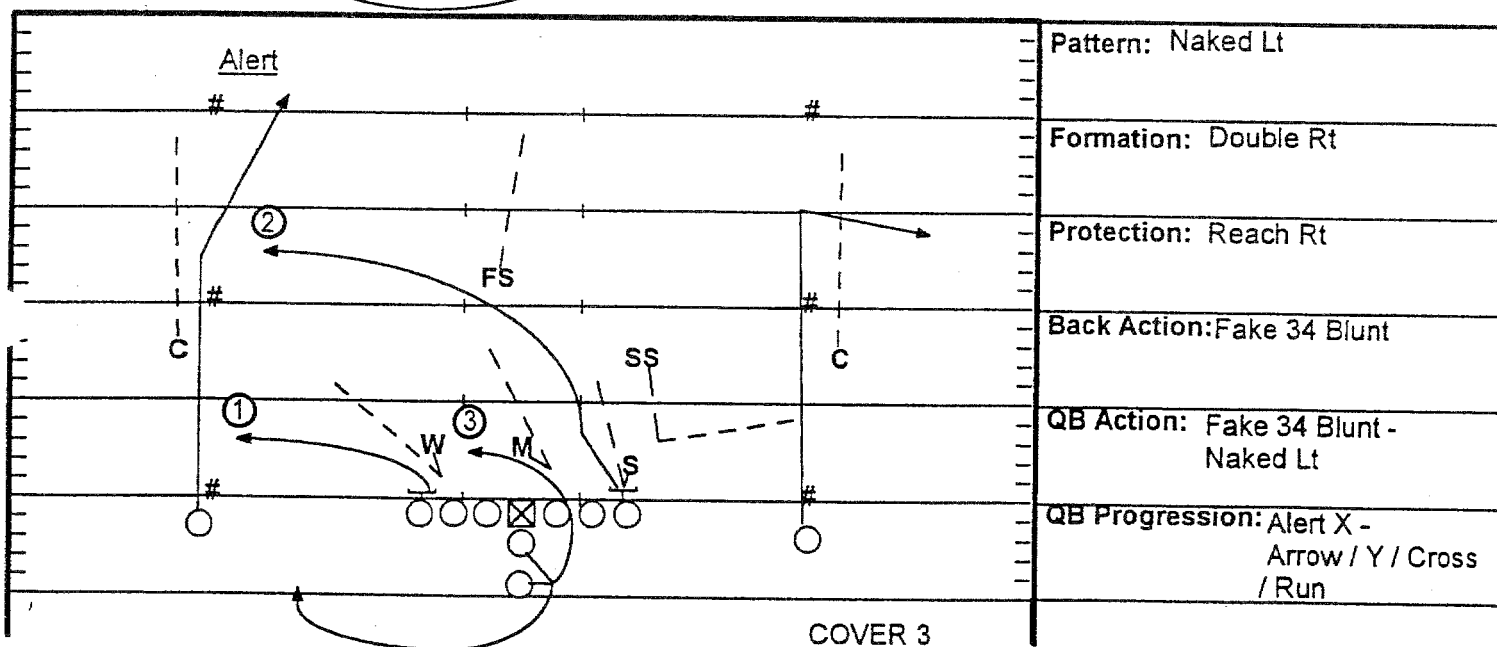
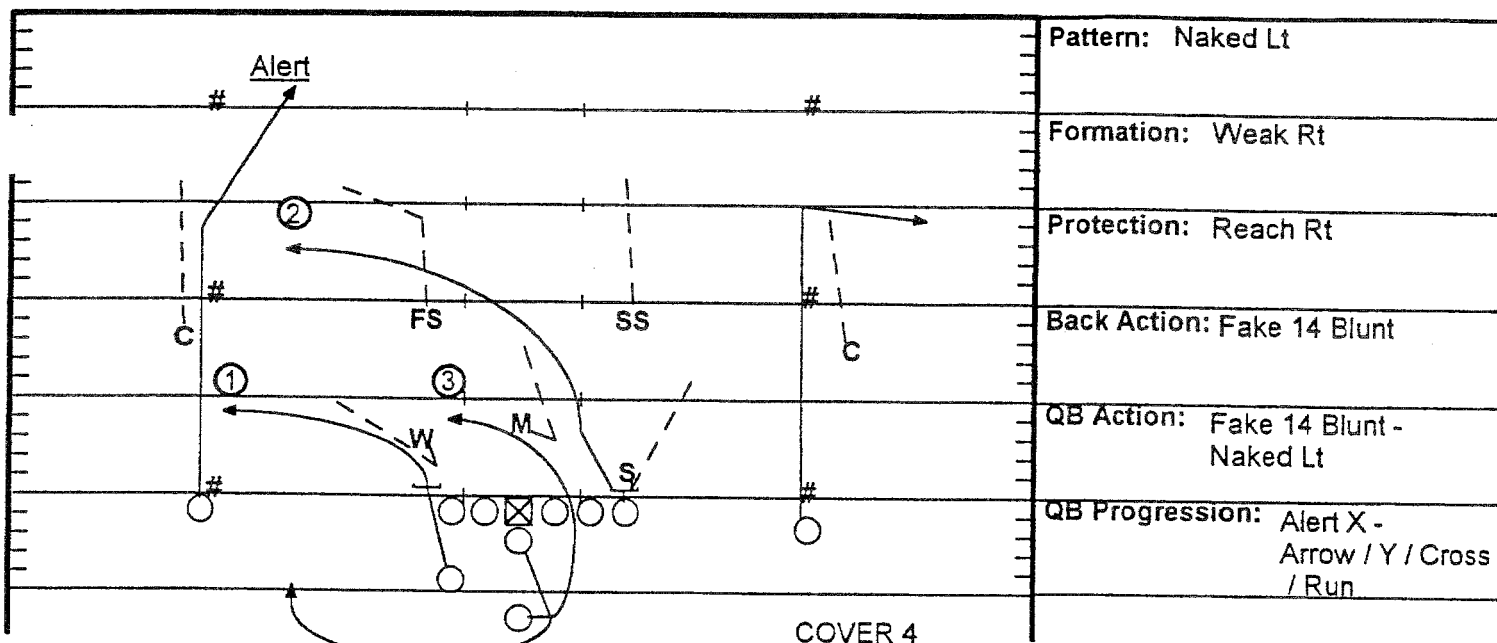
**QB READ**

- Alert X - Arrow / Y / Cross - Not there run.

**NOTES:**

- Possible Naked Throwback - F stays on End Man - QB looks backside to Z

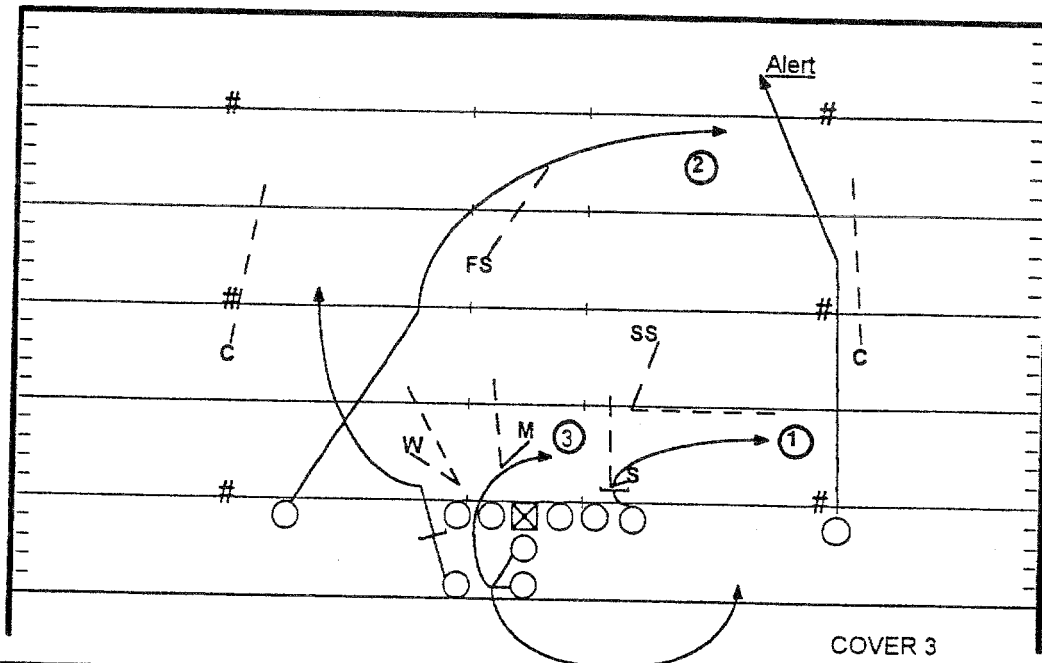
C.P. - Strong/I Formations - Avoid End Man on LOS.





**PASS**FAKE 5/4 BLUNT  
NAKED RT/LT**FORMATION**

FAR, WEAK, I

**PROTECTION**

FAKE 35 BLUNT NAKED RIGHT

**BACKFIELD ACTION**

FAKE 35 BLUNT

REC	ROUTE	SPLIT	RELEASE	DEPTH	ADJUSTMENT	SIGHT ADJUST
<b>L</b>	Fake Blunt - Cross	N/A	I.S. to easiest	3 yds	Sit vs Zone Run vs. Man	N/A
<b>R</b>	Check Will - Seam	N/A	O.S.	10-12 yards	Stay wide C.P. - Be patient - Let 'X' Clear	N/A
<b>Y</b>	Step down for #2 Run Arrow	Normal	O.S.	3-5 yds	None	#4 - Built in
<b>X</b>	Cross	Nasty	I.S.	Climb to 20 yds	None	None
<b>Z</b>	Action 8	Outside edge of numbers	F.O.S.	12-15 yds	Force outside release vs. Rotation	None

**QB ACTION**

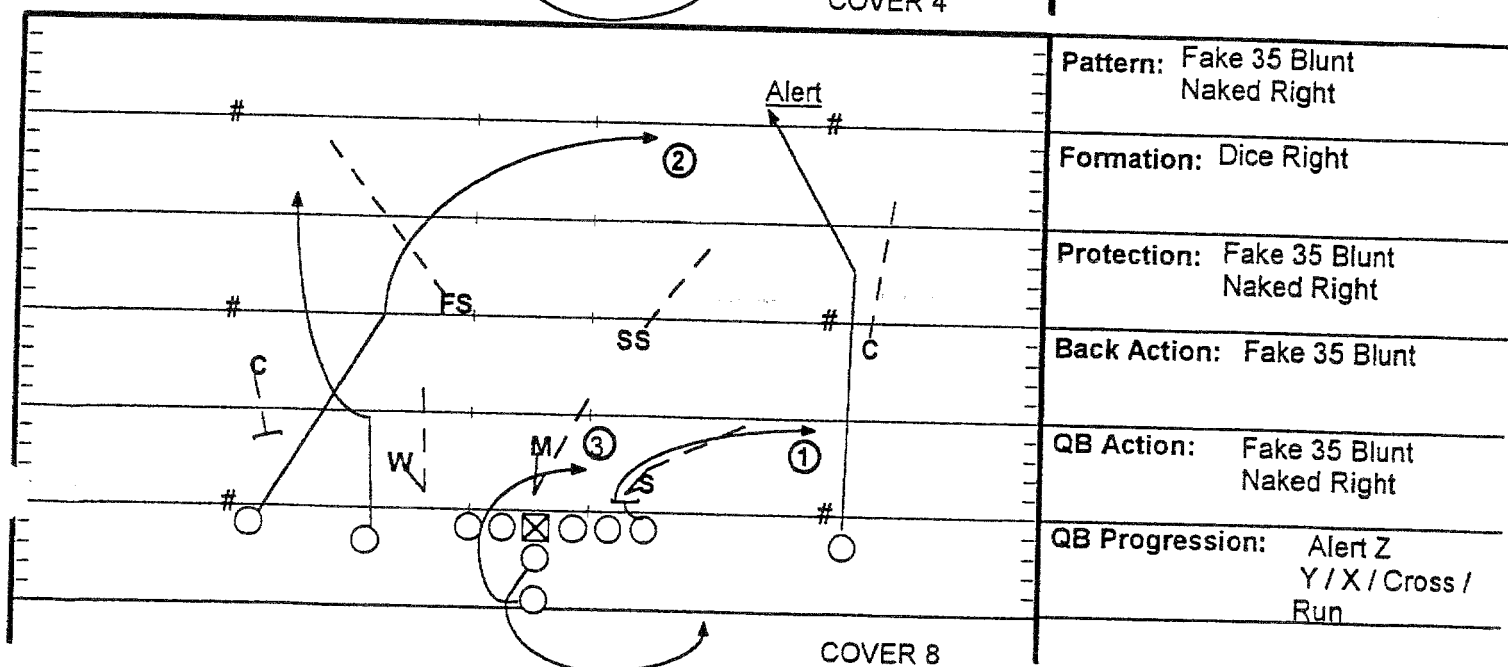
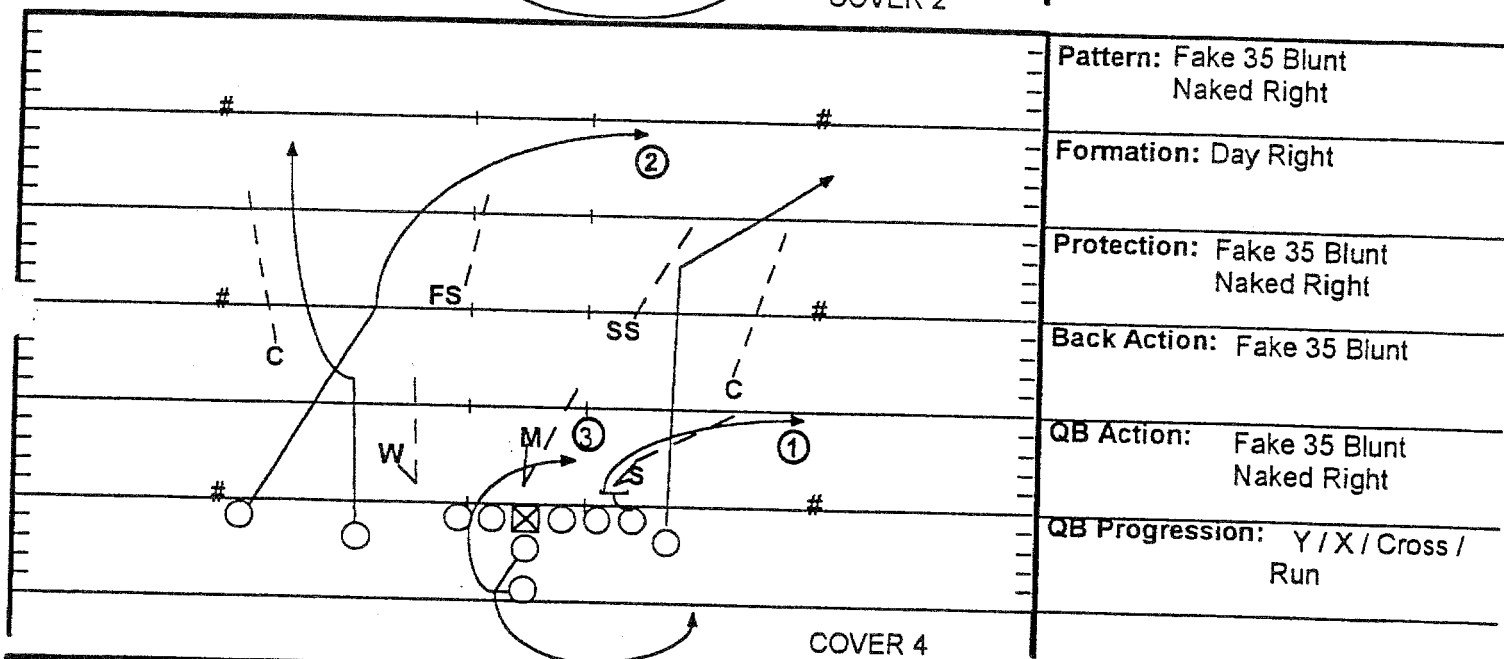
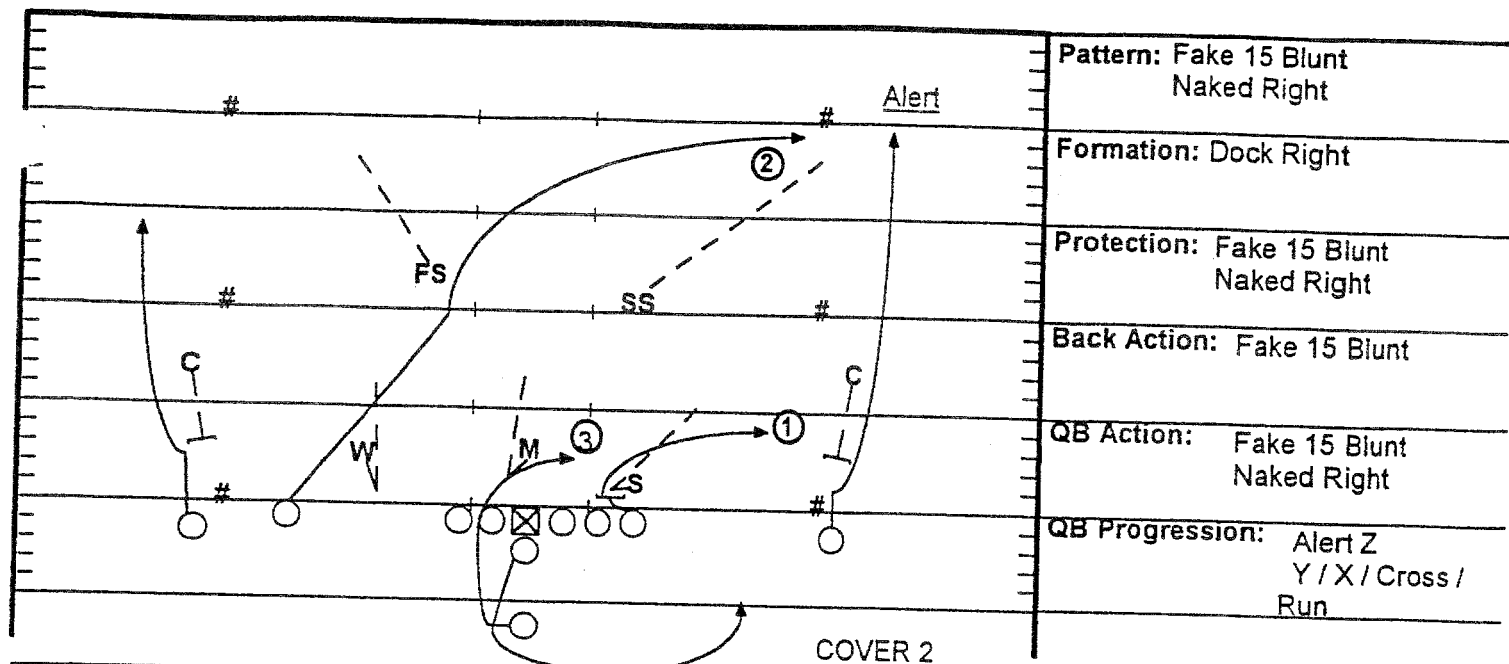
Fake 35 Blunt - Naked Right - Break contain.

**QB READ**

- Alert Z - Y / X / Cross - Not there, Run.

- No vs. Wide or Wide Exchange.

**NOTES:**



# SAINTS

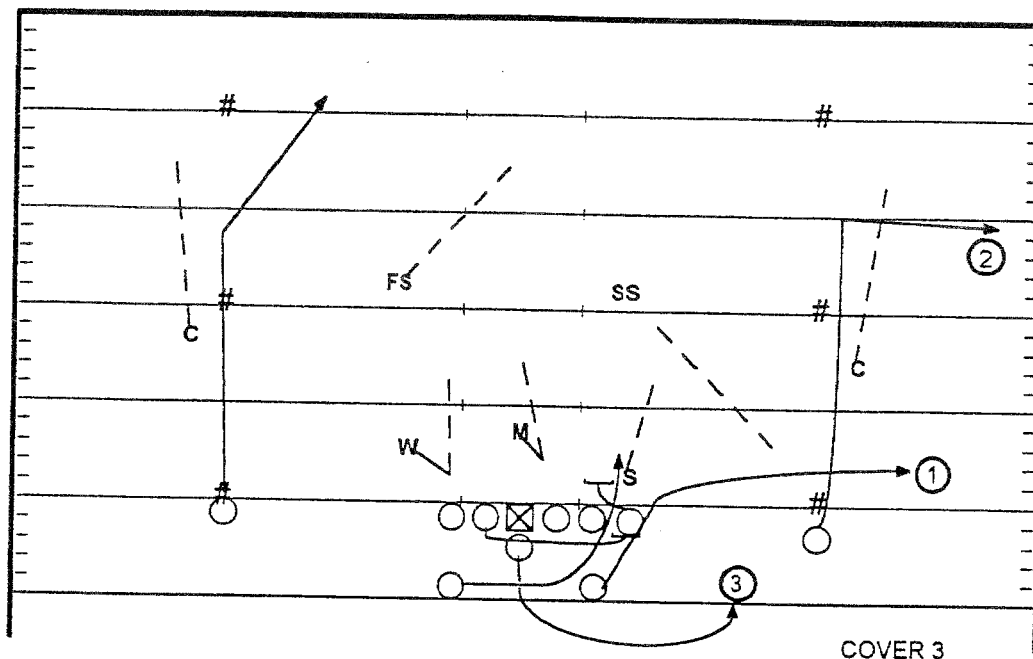


# ACTIONS

FAKE 26 POWER-O ROLL RT

## FORMATION

STRONG, SPLIT, 1



## PROTECTION

FAKE 26 POWER-O

## BACKFIELD ACTION

FAKE 26 POWER-0

<i>REC</i>	<i>ROUTE</i>	<i>SPLIT</i>	<i>RELEASE</i>	<i>DEPTH</i>	<i>ADJUSTMENT</i>	<i>SIGHT ADJUST</i>
<i>R</i>	Free - Arrow	N/A	O.S.	2 yds	Bluff End Man on LOS	None
<i>L</i>	Fake 26	N/A	N/A	N/A	N/A	N/A
<i>Y</i>	Block	Normal	N/A	N/A	N/A	N/A
<i>X</i>	Action 8	Numbers	O.S.	12 yds	None	#4
<i>Z</i>	3(P.A.)	Numbers	O.S.	15 yds	Fade vs Rotation	None

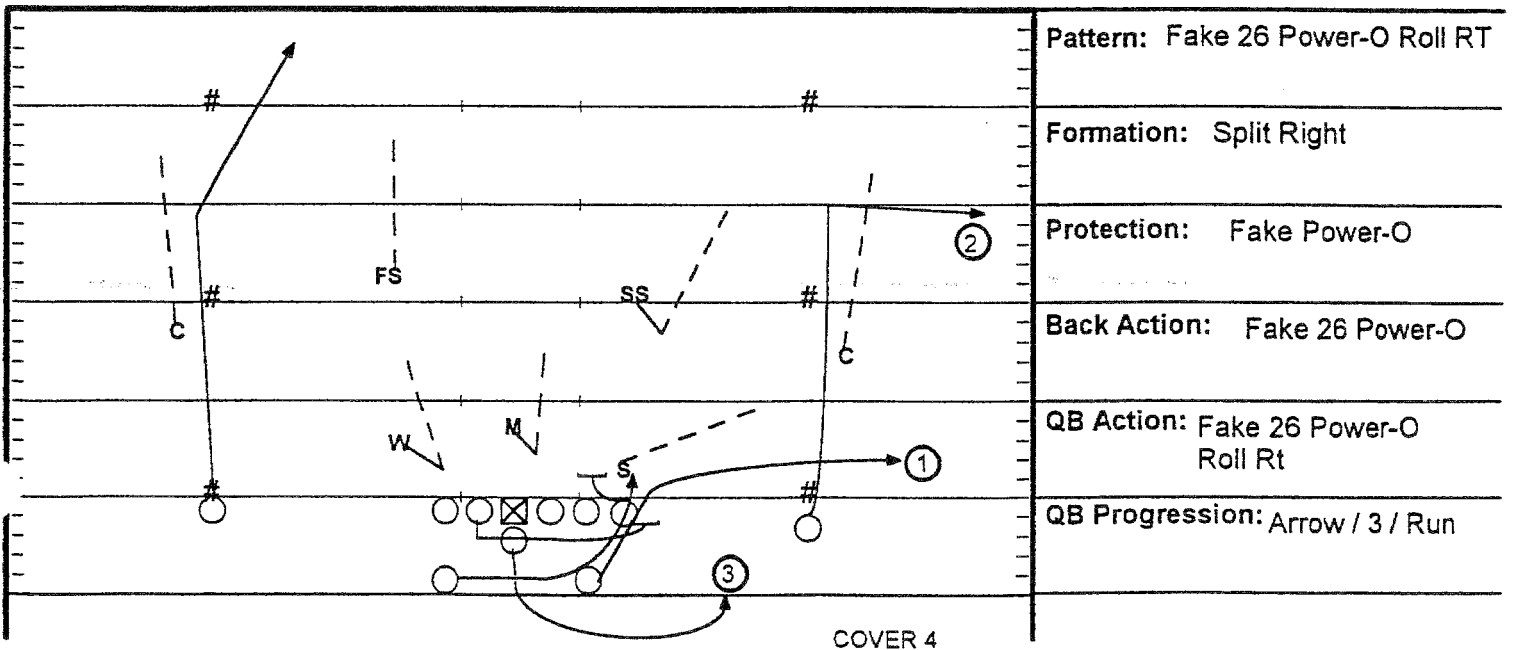
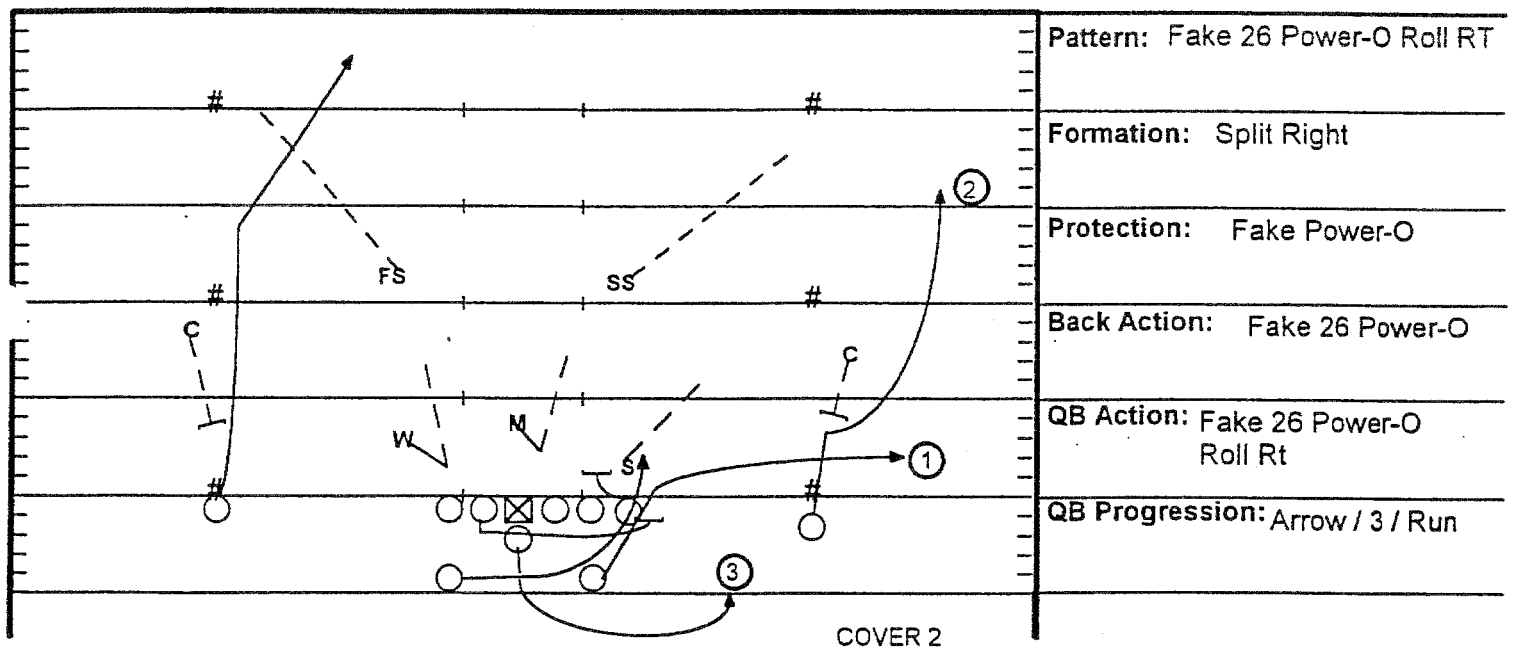
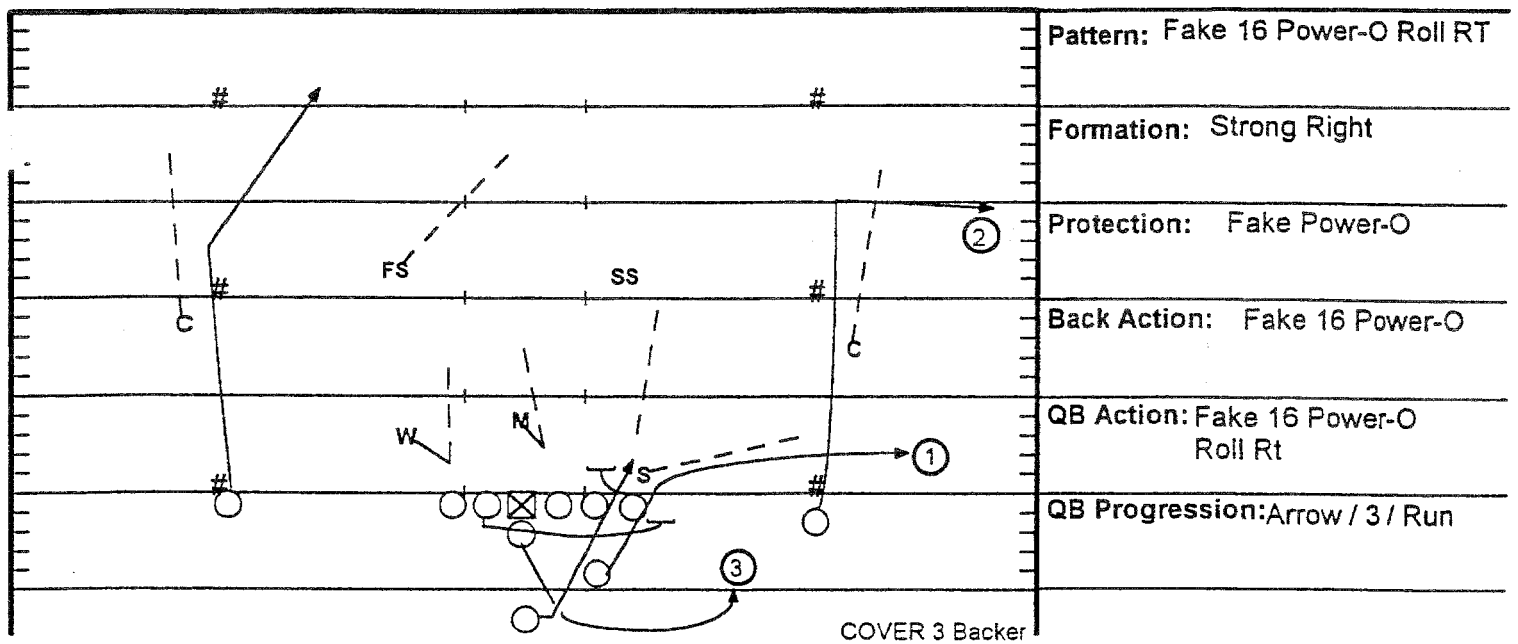
**QB ACTION**

Fake 26 Power-O - Roll Right - Break Contain.

**QB READ**

Arrow / 3 / Run

**NOTES:**



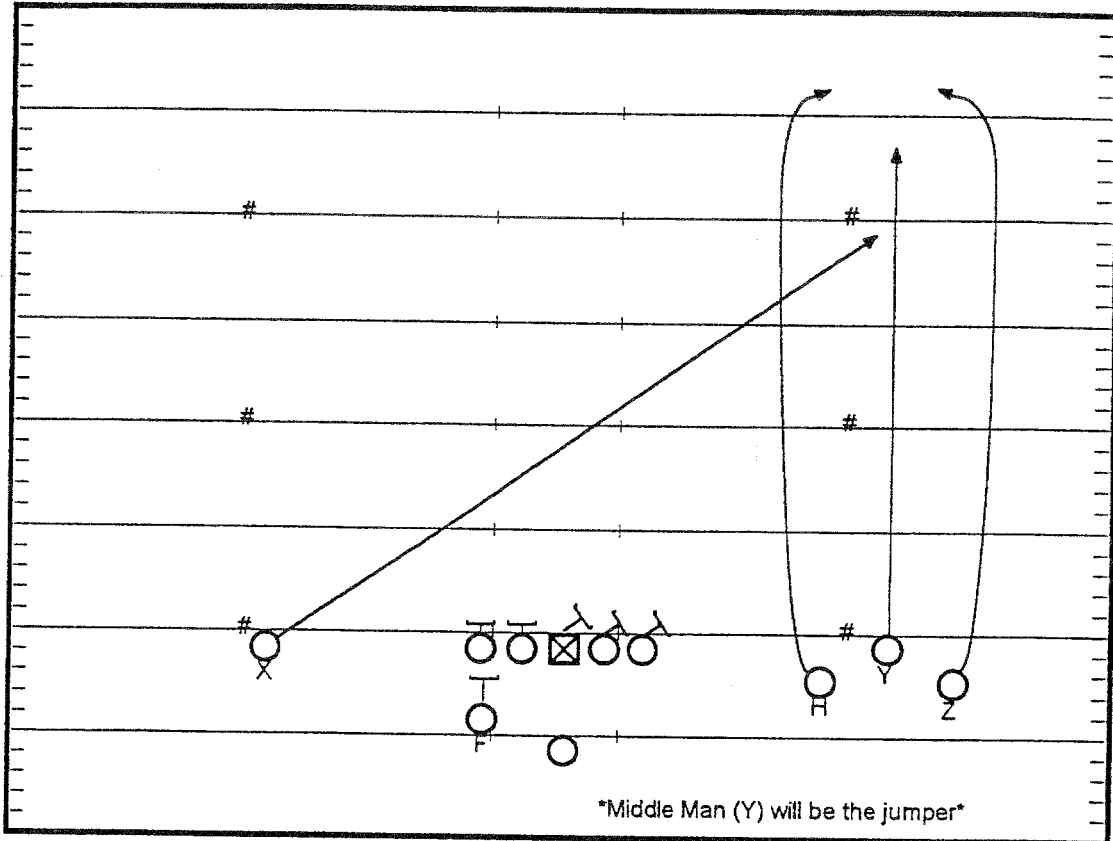
# **SAINTS**



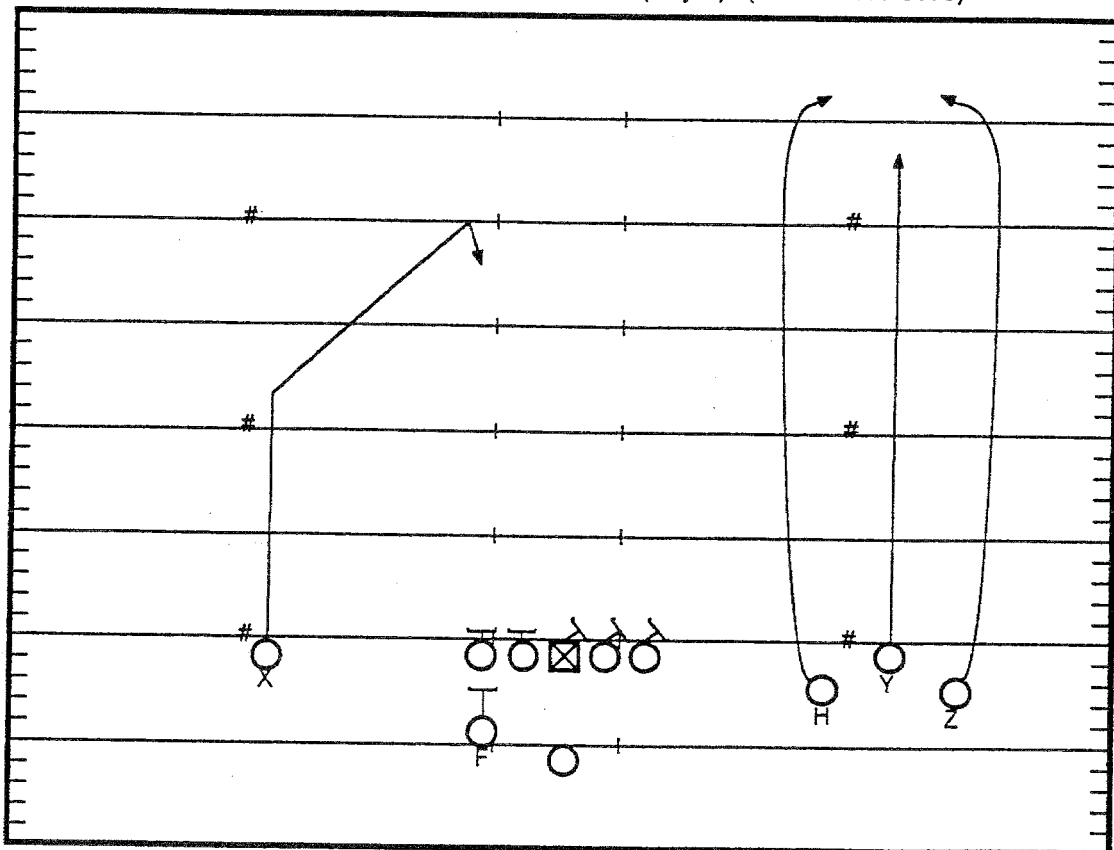
# **MISCELLANEOUS**

## HAIL MARY PACKAGE

**PLAY:** TURN RIGHT HAIL MARY RIGHT

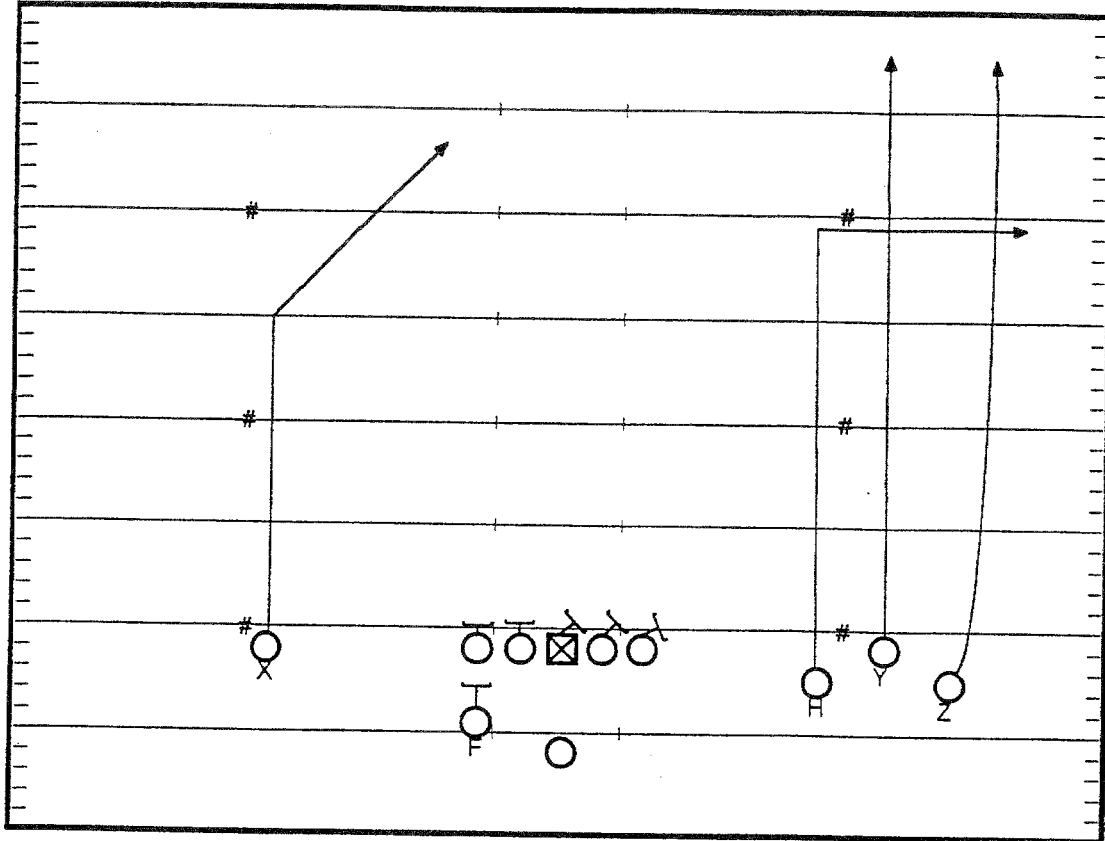


**PLAY:** TURN RIGHT HAIL MARY RIGHT X-HOOK (20 yds) - (C.P. - Possible X-9)

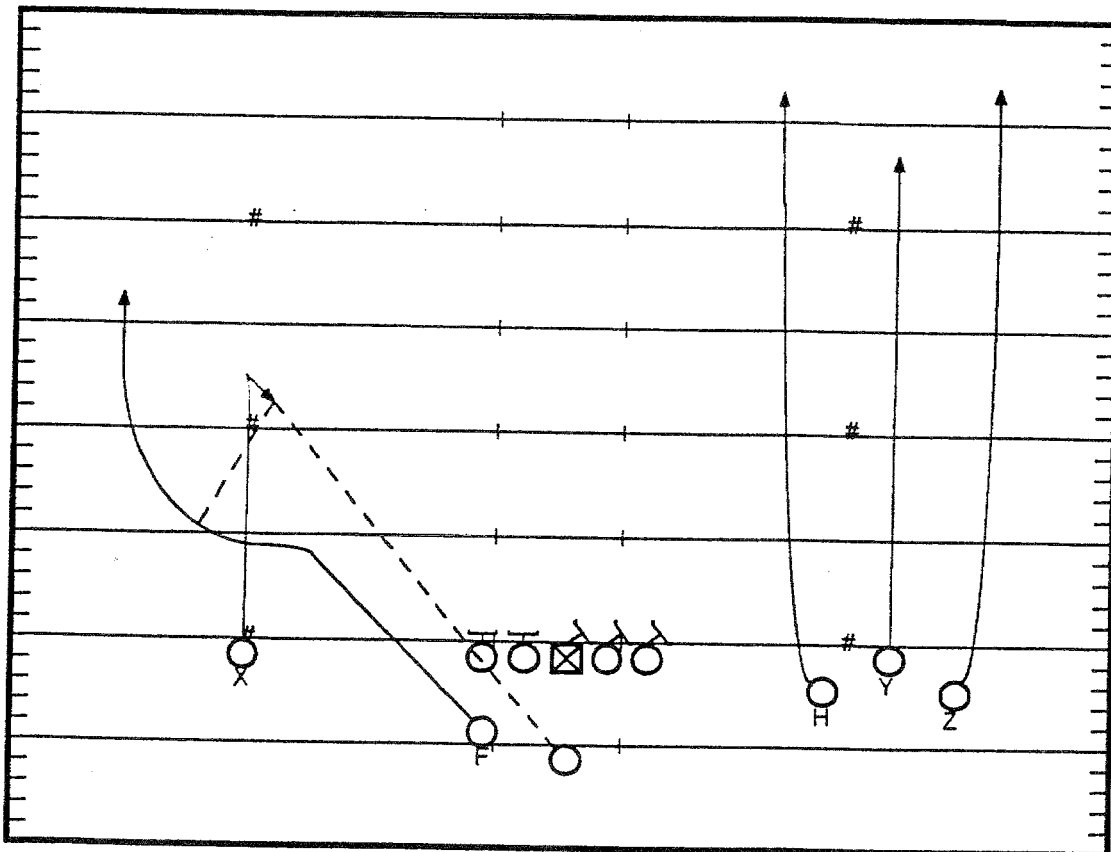


# HAIL MARY PACKAGE

**PLAY:** TURN RIGHT HAIL MARY RIGHT H-OUT (20 yds)



**PLAY:** BLITZ RIGHT HAIL MARY HOOK AND LATERAL

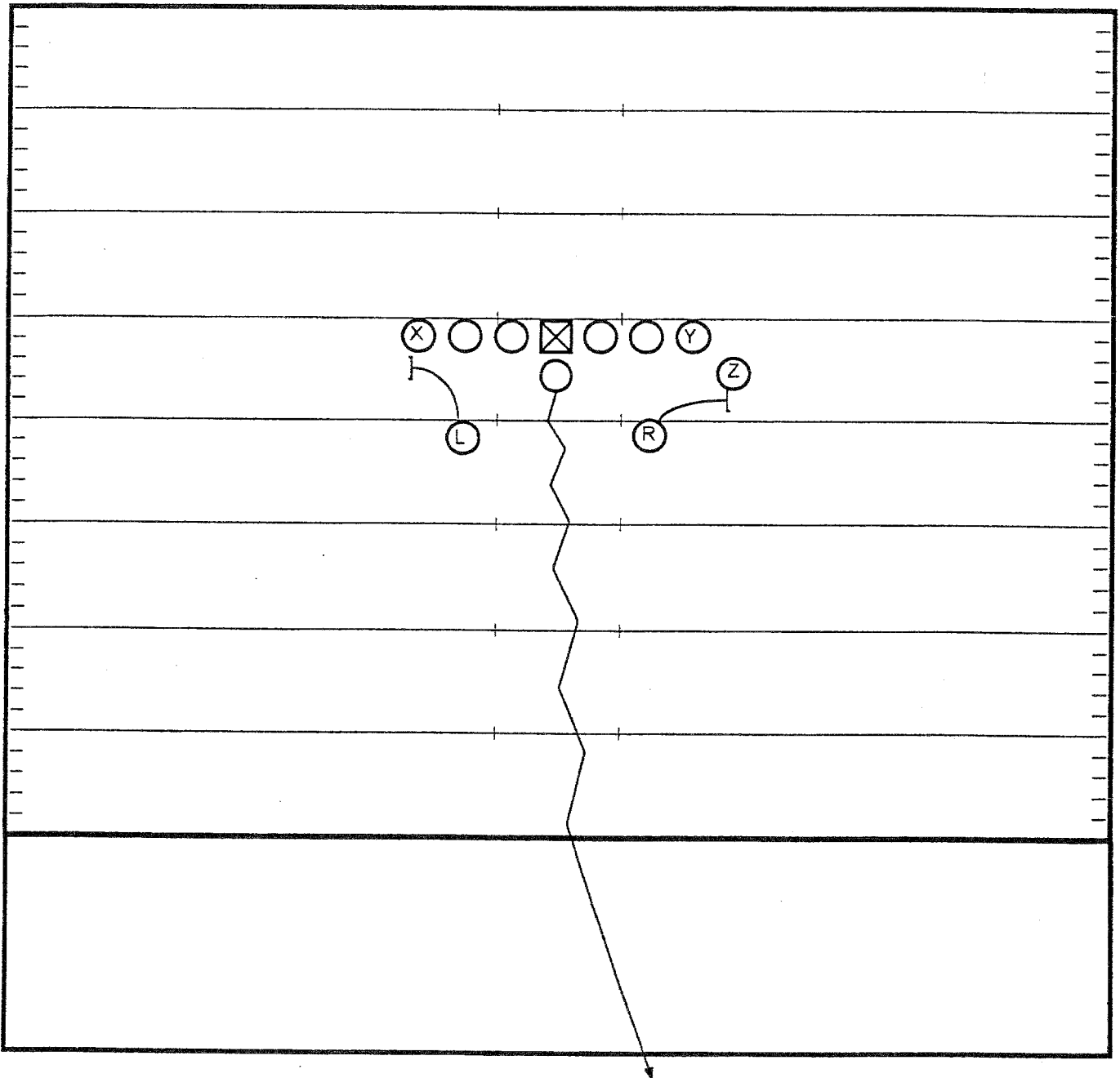




## Taking a Safety

It is important to have a play when we are backed up deep in our territory and need to take a safety. Whether it is during the game or at the end, we will need to be able to execute taking a safety successfully.

The Quarterback will call the formation (Split Right) (22 or 23 Personnel); The play "Take a safety"; and the snap count. 'X' will line up in the tight position. 'Z' will line up in a close position. 'L' and 'R' will line up in their Red formation positions. The Backs will seal outside the 'X' and 'Z'. The Quarterback will take the snap and drop back to the back line of the End Zone. He will delay as long as possible, taking time off the clock, then step out of the End Zone before being tackled.



## SCRAMBLE MECHANICS

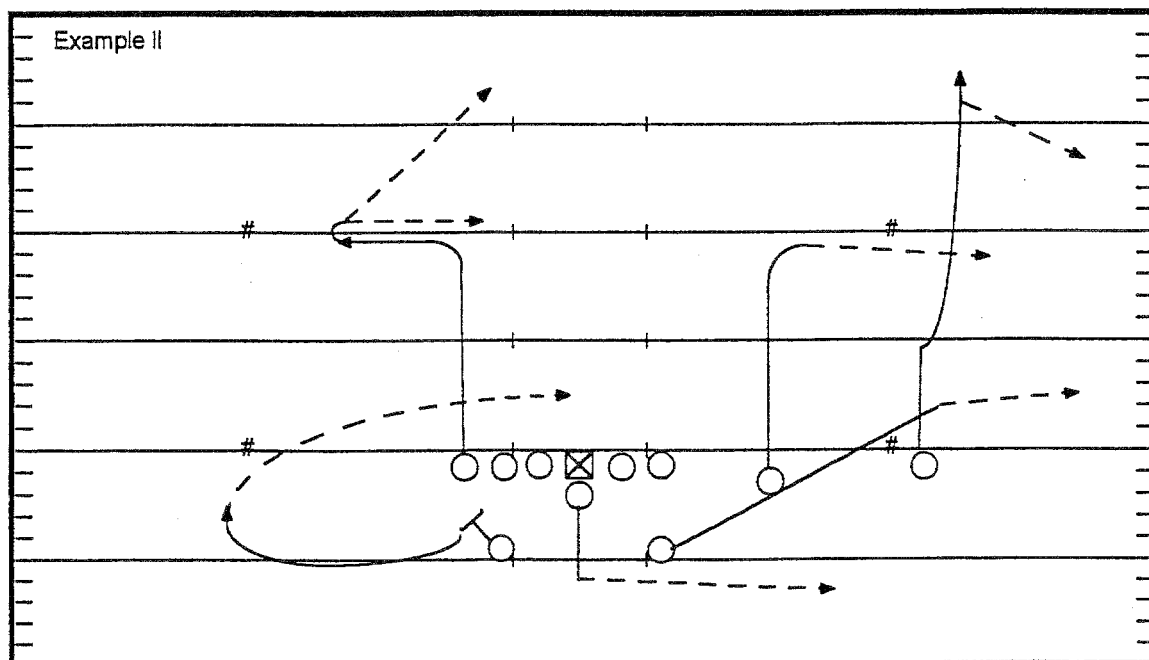
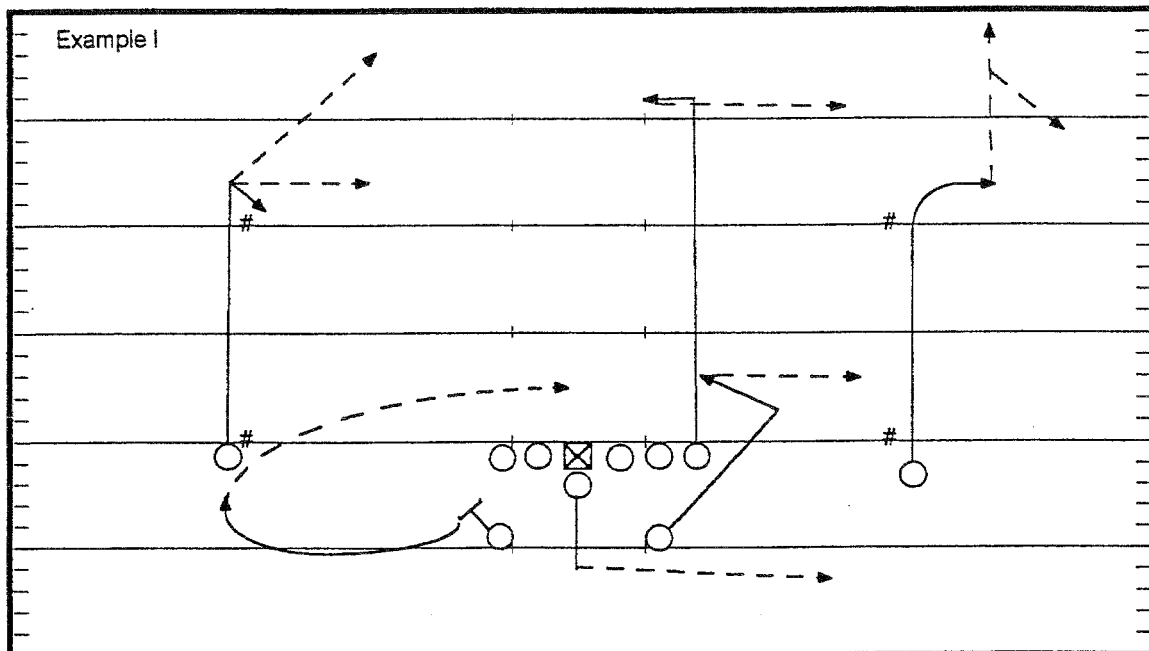
I. If the Quarterback is forced out of the pocket due to heavy pass rush, the receivers will observe the following rules:

### A. Outside Receivers

1. If the Quarterback comes to your side, break your route and run deep toward the goal line. Continue going deep if there is no deep coverage; If there is deep coverage, stop and come back to the Quarterback.
2. If the Quarterback goes away from your side, break your route and run an 'In', if there is a Safety in the middle of the field. If the middle of the field is open, run a deep 'Post'.

### B. Other Receivers

1. Run toward the Quarterback at the same depth as the called route. If you approach the sideline, hang there and find a hole.

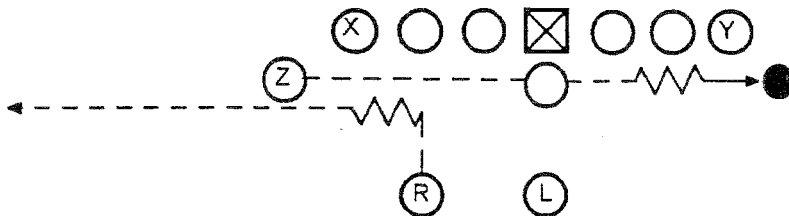


## No Play

There might be a need to attempt to draw the Defense offside during a drive by using this play on fourth down. The Quarterback will try to accomplish this with a hard count cadence. THE BALL WILL NOT BE SNAPPED. We will use this play in both, Huddle and 'No-Huddle' situations.

Example 1: The Quarterback will call "No Play" in the huddle. The Offense will line up in 'Far Right Z-Motion' formation (23 Personnel). The Quarterback will lift his heel putting the 'Z' in motion across the ball. When he reaches the 'Close' position, he will stop and line up. Next the Quarterback will put the 'R' in extended motion away from the ball. Each motion man will stutter as they approach the TE position on their side and the Quarterback will use the Hard Count. 'R' will continue in motion until the Defense goes offside or the 40 second clock runs out. (We will also run '34 Blunt' out of this same Formation & Motion.)

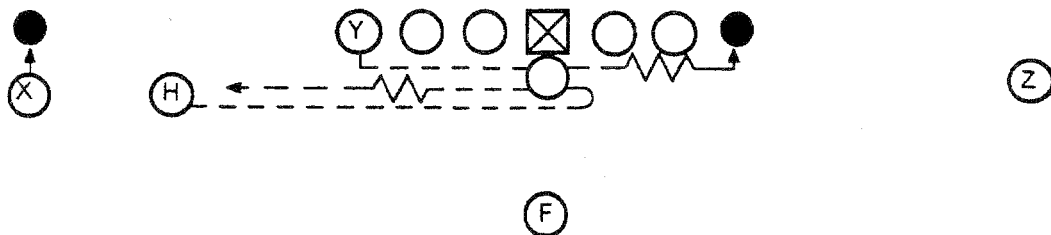
Huddle - 23 Personnel - Far Right Z-Motion



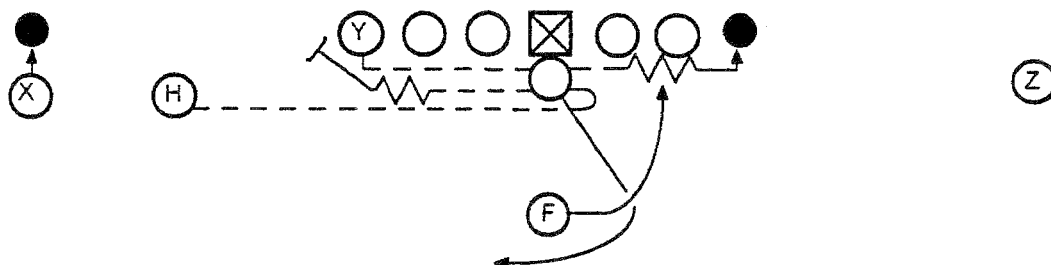
Example 2: We will use the 'No Play' formation in the 'No-Huddle' situation in two ways, using the calls 'Fire' and 'Ice'. At the LOS, the Quarterback will call 'Ice-Ice' and the Offense will line up in 'Move Dice Right H-Return'. The TE will shift from left to right. When the Quarterback lifts his heel, the 'H' will start in Return Motion. Each motion man will stutter as they approach the TE position on their side and the Quarterback will use the Hard Count. 'H' will continue in motion until the Defense goes offside or the 40 second clock runs out.

When the Quarterback calls 'Fire-Fire', the Offense will line up in the same Formation and Motion, and run '34 Blunt'.

'No-Huddle' - 'Ice-Ice' - Move Dice Right H-Return (11 Personnel) - No Snap.



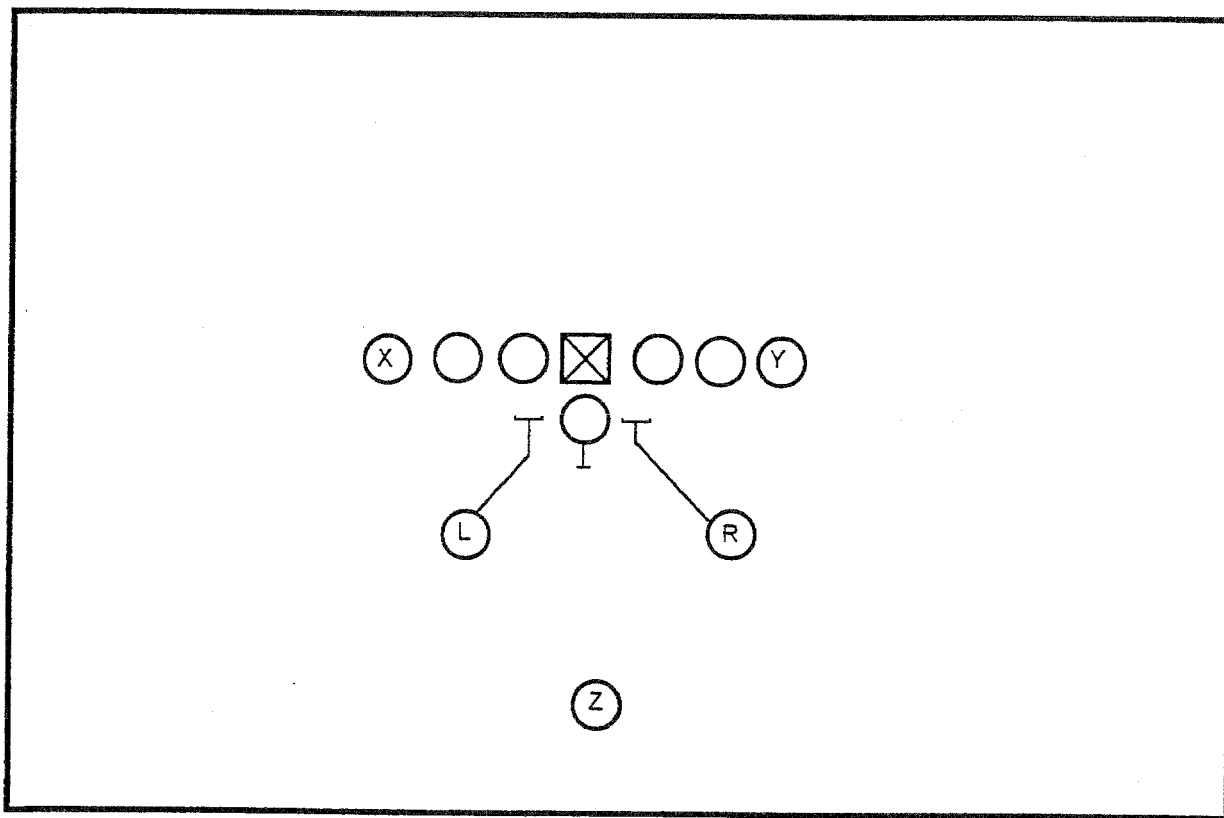
'No-Huddle' - 'Fire-Fire' - Move Dice Right H-Return (11 Personnel) - 34 Blunt.



## END OF GAME - "VICTORY"

During the final seconds of the game when we are ahead, we want to be able to run the clock out and insure the victory. In the huddle, the Quarterback will call the Formation "VICTORY" and the snap count. This Formation will require 'X' to line up in the tight position. 'L' and 'R' will line up in their Split Formation positions. 'Z' will line up at a depth of 10 yards from the Center and between 'L' and 'R'.

When the ball is snapped, 'L' and 'R' will move up and protect the Quarterback. 'Z' will be alert for a possible fumble. The Quarterback will take one or two steps back away from the line of scrimmage. As the Defense closes in on him, he will drop to one knee ending the play.



# SAINTS



## TWO MINUTE

## TWO MINUTE OFFENSE

### A. Basic Rules.

1. Personnel - 11 or 10
2. We will not huddle - plays will be called at the LOS (exceptions: (i) if the clock is stopped and QB calls for a huddle or (i) if we call two plays in the huddle).
3. Formation - We will always line up in right formation -- Dice right if 11 personnel, Gold right if 10 personnel (QB can tell backs to line up in far or near if needed).
4. Stance - two point by everyone.
5. Cadence - "audible - audible - Set-Hut." Example: "34-34 Set-Hut" - play is 34 Blunt and ball is snapped on Set-Hut. (If we call two plays in the huddle, the second play will be snapped on Set-Hut.)
6. Protection - on pass plays the QB will call "right" or "left" before calling the audible - the right or left call indicates hot protection to the side called. Examples:
  - (i) right Saints 3 = hot right Saints Z 3
  - (ii) left Saints 5 = hot left Saints X 5
  - (iii) right 50 Y = hot right 50 Y (3 step drop)

### B. Run Audibles.

2/3 = inside trap (examples: 32, 33, 22, 43)

34/35 = 34/35 Blunt

36/37 = 36/37 Slant

Slow right = 34 Sprint Draw

Slow left = 35 Sprint Draw

10 = QB Draw

11 = QB Wedge left

C. Pass Audibles.

Right (Left) 50 Y = Hot right (left) 50 Y

Right (Left) 51 Y = Hot right (left) 51 Y

Left 52 = Hot left 52

Right (left) 52-Y = Hot right (left) 52-Y

Right (left) 58 = Hot right (left) 58

Right Saints (Smash, 3, 4, 5, 6, 7, 8, 9) = Hot right Saints Z individual

Left Saints (Smash, 3, 4, 5, 6, 7, 8, 9) = Hot left Saints X individual

Right Y = Hot right Y option

Left H = Hot left H option

Right (Left) Jet = Hot right (left) Jet

Right (Left) 55 Jet = Hot right (left) 55 Jet

Fast right (left) = Fast screen right (left)

D. "Kill" Play - If the QB calls "kill - kill - kill," the offense must get set quickly. The ball will be snapped on Set-Hut, and QB will throw the ball forward into the ground, stopping the clock. X and Z always run 9 routes - by game plan or situation we may fake the kill play and try to go deep.

E. The Clock - Last Two Minutes

What Stops Clock

Referee's time out.....  
Incomplete pass.....  
Penalty.....  
Out of bounds.....

What Starts Clock

Referee's whistle  
Center's snap  
Center's snap  
Center's snap \*

Two minute warning.....	Center's snap
Touchback.....	Center's snap
Change of possession.....	Center's snap
Lateral out of bounds.....	Center's snap
Injured Player.....	Referee's whistle **
QB sack.....	Referee (5 seconds after sack)
Pile up.....	Referee's whistle
Measurement.....	Referee's whistle
Establish possession after fumble.....	Referee's whistle

\* If we use our two minute offense outside of the last 2 minutes of the first half and the last 5 minutes of the 4th quarter, be aware that on an out of bounds play, instead of the clock starting on the center's snap, it will start when an official spots the ball at the inbounds mark and the Referee gives the ready signal.

\*\* During last two minutes, if score is tied or offensive team is behind, time out will be charged for injury up to 3 time outs without any penalty. A 4th time out is permitted for injury with no penalty, but 10 seconds will be wound off the clock. Subsequent time outs (5th, 6th, etc.) for injuries are penalized 5 yards and 10 seconds will be wound off the clock.